

GB ACTION

GAME BOY IN COLOUR!

THE COLOUR GAME BOY IS HERE!

We reveal all on page 17!

**PLUS Nintendo's Ms Pac Man -
leading a retro revival?
Also: Riddick Bowe Boxing,
WCW - The Main Event,
World Cup Striker
and lots more!**

MAY 94 ISSUE 25 £1.25

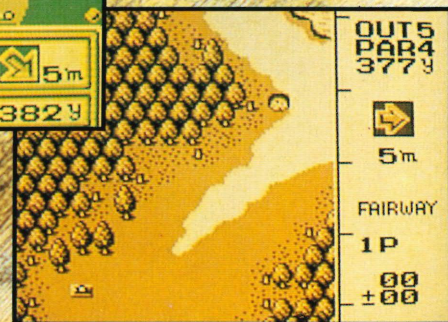
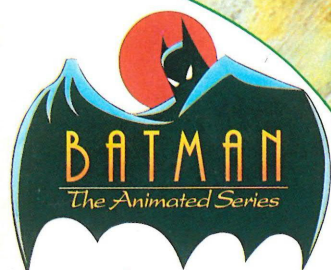


several
remain i

KONAMI

GOLF

FORE! The ultimate professional golf challenge is here! With two courses, 36 holes, and a whole host of features Konami Golf will leave you feeling trapped, soaked and very roughed up. You'll need a keen eye and a steady hand if you're going to take on the pros at their own game. "...with great control, plenty of challenge this is an essential purchase that ranks up there with Tetris as a game that you'll come back to again and again." **CVG, March 1994.**



GAME BOY



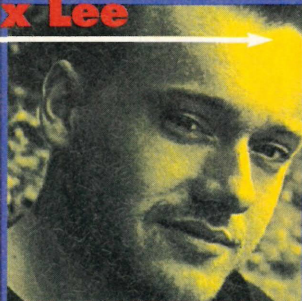
KONAMI



WELCOME TO THIS WONDERFUL WORLD

Welcome to another delicious helping of all your favourite Game Boy reviews, previews and gossip. Nobody does it better!

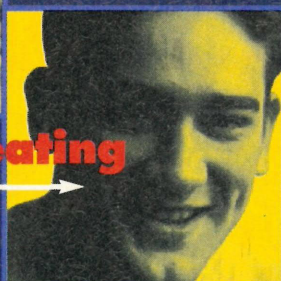
Alex Lee



Editor

We're well into spring now and the general feeling is one of optimism. Judging by the current size of the hole in the ozone layer, the GB Action kids are hopeful of at least a three day summer this year. Will they be right? Only time will tell. Alex is well into springtime as it heralds the return of the dandelion - his favourite flower.

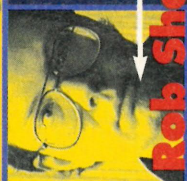
Marc Keating



Art Editor

Marc is particularly fond of the return of longer days as it means he has much more time to look out of the window at all the pretty daffodils in the vicinity. He's certainly a flower child with his fondness for 60s bands such as Pink Floyd and Fleetwood Mac. He insists that his main goal in life is to one day own a national chain of florists.

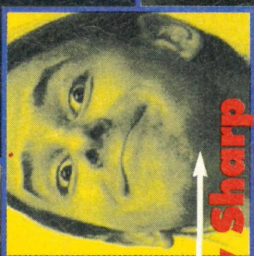
Rob Sharp



Deputy Art Editor

Rob's fondness for springtime lies in the fact he knows his trusty broly can be left at home as the heavens won't open on him. This also signifies that his colleagues here in the office will be spared his temper when he gets soaked. Rob seemed to miss the point of the question when asked about his favourite thing about spring. He simply answered, "the rolls!"

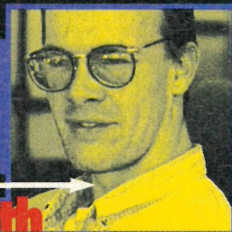
Andy Sharp



Deputy Editor

Andy was unavailable for comment on this matter but we know for a fact that Andy loves everything and everybody in springtime. We can also exclusively reveal his sordid past as a flower arranger in which he mercilessly killed several tulips over a number of months by starving them of their nutritional needs.

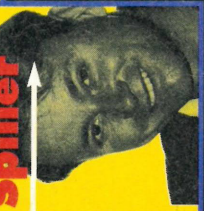
Rob Smith



Production Editor

Little Rob is more a winter person actually. This means he can spend his Saturdays on the terraces at Sheffield United's games. The outcome is still the same, a draw or a loss, occasionally a win but there's a difference in summertime. He's not left cold, wet and depressed because there isn't any footy! We doff our caps to Rob's undying love for his footie team. Maybe his perseverance will be rewarded if they remain in the premiership.

Jason Spiller



Contributor

Springtime for Jase consists of walking his wife and kids in local parks. Family man Spills likes to take things as easy as a Cadbury's Caramel at this time of year. The all-round good guy has access to some of Britain's finest beaches as he lives almost as far south as France. Rumour has it that he may be visiting sunny Bournemouth for an extended working holiday soon.

GB ACTION


GB ACTION

PURE COLOUR GAM

You may have noticed that there aren't as many video games mags on the shelves as before. The pump ones bite the dust, but the ream ones (such as GB Action) just get stronger.

**Nintendo®**

HOTLINE



Arguably the biggest ever Game Boy release, The Legend Of Zelda – Link's Awakening, is selling by the truck load. The kids at the Nintendo Hotline are well into it and because of this they're keen to share all their hints, tips and cheats with us. Check the latest Zelda stuff and more on pages 48-49.

The second part of GB Action's rather special football competition in which you can win a load of official World Cup souvenirs can be found right here. Even Chris Kamara of Sheffield United is into it. Why not have a go yourself? Be a footy manager for the build up to the World Cup – it's a laugh!

INTERACTIVE FOOTBALL



THE BRAINS BEHIND IT ALL...

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The most thorough low down on all the latest Nintendo Game Boy releases begins here. Enjoy.

EUROPRESS
INTERACTIVE

Published by: Eurompress Interactive Ltd,
Europa House, Adlington Park,
Macclesfield, SK10 4NP
Tel: 0625 878888, Fax: 0625 876669

06/NEWS

Two of the world's best software houses, Gametek and Ubisoft, have some big, big releases in the pipeline. We tell you what they are and when to expect them. Check out the latest Gallup chart to see just how well that game you bought is selling. All of this and more on pages 6-7.

08/REVIEWS

Scrap on! Listen up fight fans! There's something for everyone this month. Scrapping in urban America with Spiderman And The X-Men, fighting in bars in Championship Pool, pagga-ing in Riddick Bowe Boxing and free-for-alling in WCW The Main Event.

17/FEATURES

The Super Game Boy is here to stay. Game Boy games can now be played on telly screens in colour with a little help from the SNES and this rather special adaptor. Are Game Boy games gonna go all retro? And there's more Manga than you can shake a demon womb at.

22/TIPS, GUIDES

Andy Sharp grapples with a big park full o' dinosaurs yet again. Yep, the gates of Jurassic Park are finally locked up this month. There's also a veritable overload of hints, tips and cheats from all over the world. For the best Game Boy guidance, don't look any further than here.

56/LIBRARY

Five, yes five, pages packed full of the most important Game Boy releases currently available. Each game is given a mini review and there's a reminder of the score it got when originally reviewed. GB Action is Game Boy only, and we play the games to the death – believe the scores.



THE BOY EXCITEMENT

30/MANGA

Back by popular request comes more Japanese tomfoolery in the shape of bizarre cartoon adventures from the Manga stable. Three top quality video reviews.

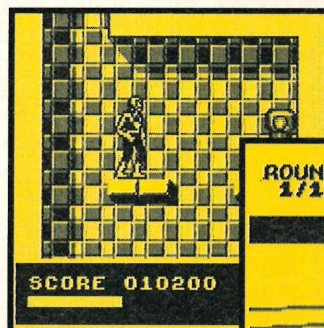


46/COMPETITIONS

A competition that has captured the imagination of the nation! US Gold are sponsoring this amazing compo in which you become a football manager for the build up to the World Cup USA '94. There's also an amazing Multi-Mate to be won. Find out one of these is on page 61.

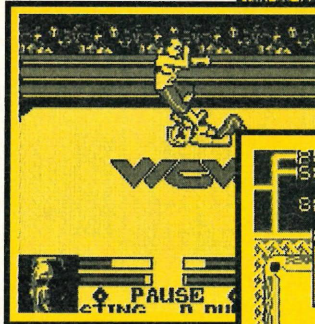
WIN!
LOADS OF
UNBELIEVABLE
PRIZES!

The most accurate reviews and the toppest previews are comin' at ya royal style this month.



8) SPIDEY VS X-MEN
Acclaim's latest platform beat 'em up!

10) RIDDICK BOWE
Pagga addicts listen up, big Daddy's on his way.



14) THE MAIN EVENT
Wrestling was never this much fun. Or was it?

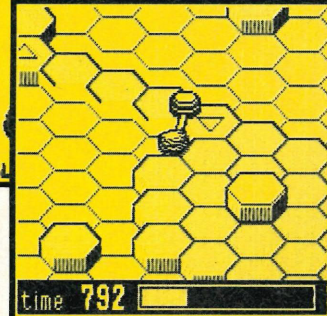
16) CHAMPION POOL
Pool on the Game Boy? Get away. Aaaargghh!



20) WORLD CUP STRIKER
The most accurate footy sim on the 'Boy.



24) LUCLE
What are Vic Tokai playing at? Find out.





NEWS

FROM THE GAME BOY WORLD



For the most informative news on the wonderful world of the Nintendo Game Boy, look no further than these two pages!

Gametek Double Attack

Software giants Gametek have reinforced their undoubted faith in the Game Boy market by announcing the impending release of two hot new titles. Both games are due out this summer, with Tarzan leading the way.

Featuring vines, snakes, voodoo witch doctors and Dr Livingstone (I presume) lookalikes, the king of the jungle will be comin' at us in an intense platform adventure. The other release could well turn out to be a watershed in the Game Boy market. Packing Virgin's Jeep

Jamboree and Gremlin's Dirty Drivin' onto a single cart, Gametek are boldly going where no software house has gone before.

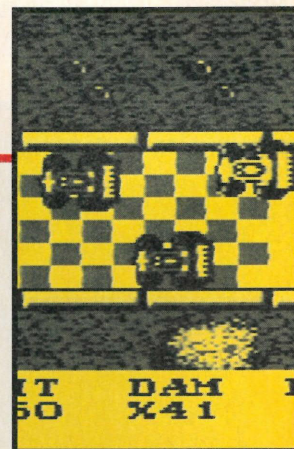
Costing £24.99, the usual retail price for a single game, this double act will surely rank as a 'must buy' when it hits the shelves in a

couple of months' time.

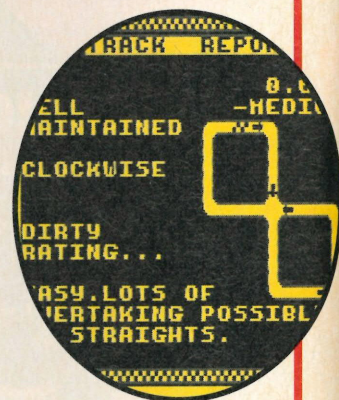
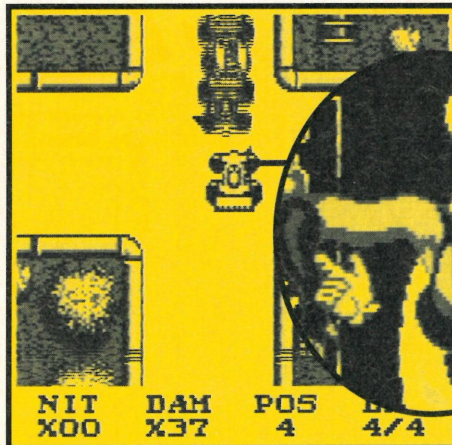
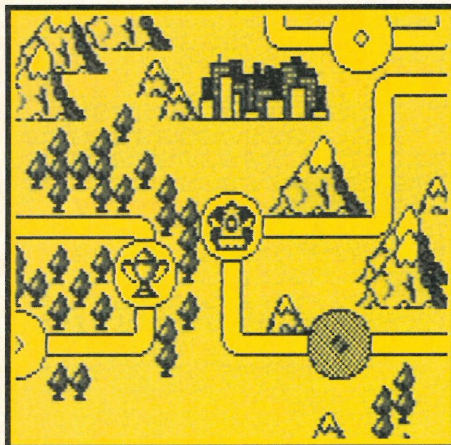
Both games are corkers in their own right - Dirty Drivin' is a Micro Machines style racer whereas Jeep Jamboree is a 3D rough terrain driving extravaganza.

Respect is due to Gametek for producing a genuine cart bargain. In the face of increasingly stiff competition from hyped consoles, the Game Boy needs a boost. This venture by Gametek will, if there's any justice in the world, provide it and shake the rest of the software industry into producing a flood of Game Boy two-in-one titles. It has to make sense.

Check out future GB Actions for more coverage.



(Above) Dirty Drivin' is a Micro Machines style racing game reminiscent of an old Pocketeer. Remember them? Smart.

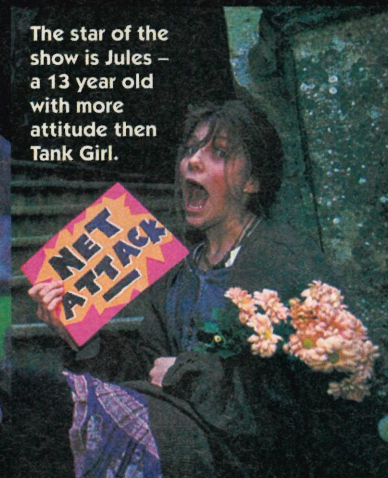
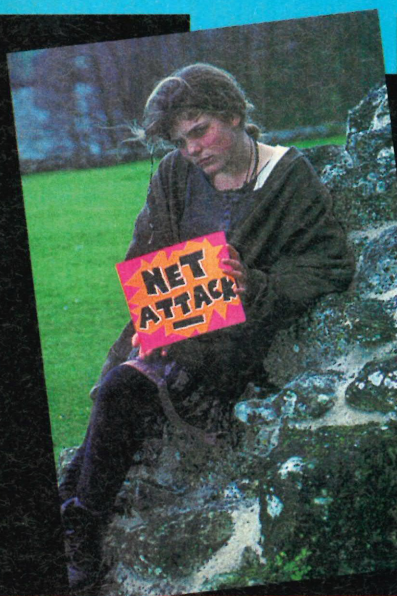


IT'S A NET ATTACK!

Every 13 year old girl with any idea of life in general would like to be a TV presenter. Jules, of The Net, already is. In case you missed the first episode, Net Attack is the part of the aforementioned show that takes an irreverent look at the world of video games. Taking in such glamorous locations as Poole and Stonehenge, grunge girl Jules lists her likes as being hot sausage rolls, The Levellers and her pet spaniel, Goat.

According to Net Attack's producer Dan Clapson, Jules is already being sought by television companies all over the gaff because of her outrageously bubbly personality. This show's the best thing since the first series of Gamesmaster!

The star of the show is Jules - a 13 year old with more attitude than Tank Girl.

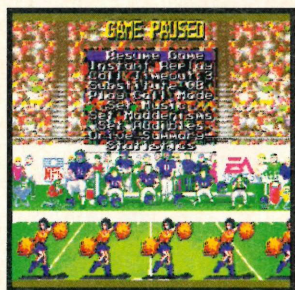


MADDEN TOUCHES DOWN

The guy who has touched down more than once on the SNES, John Madden is to carry on his quality tradition with the first ever American footy game on the Game Boy.

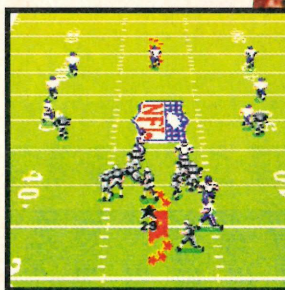
Ubisoft's have enjoyed success with previous Game Boy releases such as Star Wars, Empire Strikes Back and F1 Pole Position. This calibre coupled with Madden's name should make for a fine product.

Game Boy owners have been crying out for an American footy sim since the dinosaurs ruled the

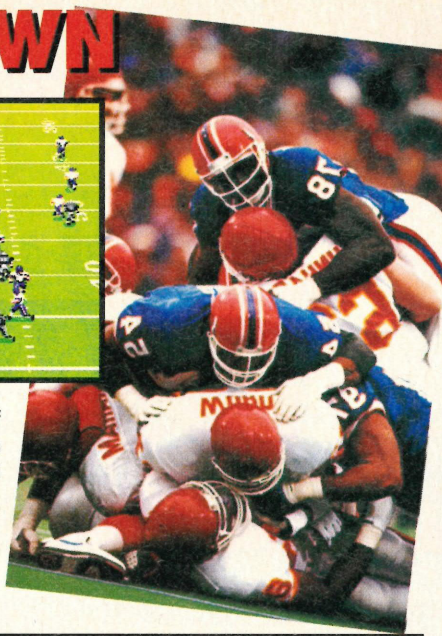


earth. It looks like Ubisoft are going to answer that call later this year.

Next month's GB Action has an exclusive preview of John Madden. We'll soon see whether the portable palm pleaser can cope with



a simulation of one of the world's most complicated sports.



SCOOP



Coke's marketing chief, Sergio Zyman, recently unveiled a new range of soft drinks. Fruitopia is a range of 'New Age' drinks designed to appeal to the ever increasing mass of soft drink consumers.

The message that Zyman wants to convey is that of refreshment of mind and body by drinking his products. With a strong emphasis on the use of natural ingredients, Britvic's sales and marketing director Michael Utteridge agrees with Zyman that 'New Ageism' in drinks is the way forward.

'New Ageism is... an appealing concept,' commented Utteridge. 'My money is on the less mystical fruit-based drinks with natural ingredients.'

This new launch heralds yet another big-time battle between the giants of the soft drinks industry. Today, thanks to the endorsement of waif-like models and their vain wannabes, sales of Perrier water are booming. Will tomorrow be the day of the mind refreshing Pinklemonade Euphoria as drunk by new age travellers?

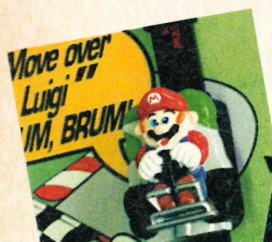
MOVE OVER, LUIGI!

A couple of great watches came our way the other day. Zeon of London are now selling a StarWing game watch and a Super Mario Kart talking watch.

The pick of the two time-pieces has to be the latter. In the style of the Thomas The Tank Engine series, the Super Mario Kart watch has an outer casing of Mario in a high speed racing pose which flips open to reveal the watch face.

The 'Move over Luigi'

voice sample, however, is what helps the Mazza watch make the transition from good to great. StarWing, a great FX chip game on the SNES, isn't exactly a world beater on a watch face.



Watch out!
Get it?
Watch out!
What's the time? It's time to get ill. Move over, Luigi.

YOGI

Yogi Bear's gonna be comin' at us next month, and it's not a moment too soon! Empire's platform bonanza had the whole GB Action team foaming at the mouth when it came in for preview a couple of months back.

The Hanna Barbera cartoon hero was featured on the cover of issue 23 and will be given the full review treatment in the June issue.

Watch out!
Get it?
Watch out!
What's the time? It's time to get ill. Move over, Luigi.

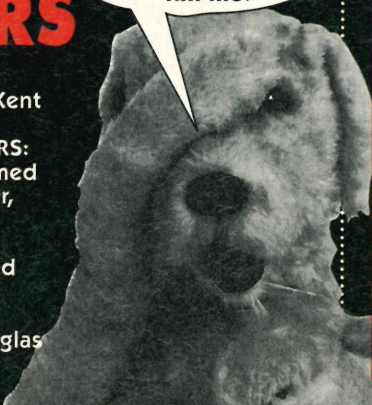


COMPO WINNERS

MARIO CD WINNER:
Jason Ranford, Welling, Kent

TITUS RUCKSACK WINNERS:
First prize (including framed picture): Ashton Klammer, Ipswich, Suffolk
Runners-up:
Robert Helmore, Bridgend
Mark Passek, Sheffield
Alex Davies, Walsall
Heidi Adams, Castle Douglas

Colour Game Boys for 50p 'round the lock up. Come and get 'em while they're hot! Oh no, what have I said? My wife's gonna kill me!



UK CHART

This is the chart to be believed. Elspa have the most accurate chart rendering facilities known to man.

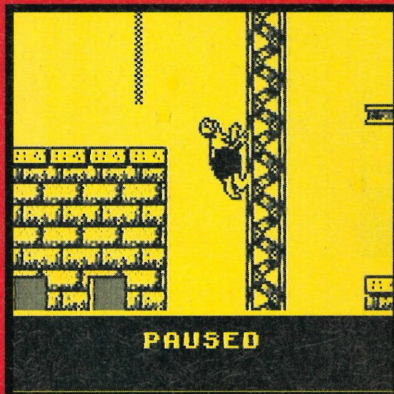
- 1) KIRBY'S PINBALL LAND Nintendo
- 2) SUPER MARIO LAND 2 Nintendo
- 3) ZELDA Nintendo
- 4) SUPER MARIO LAND Nintendo
- 5) LEMMINGS Ocean
- 6) SENSIBLE SOCCER Sony
- 7) KID DRACULA Konami
- 8) KIRBY'S DREAMLAND Nintendo
- 9) JURASSIC PARK Ocean
- 10) MORTAL KOMBAT Acclaim

Zelda is finally toppled by Kirby's Pinball - Nintendo dominate the top ten, holding the first four places. Mortal Kombat hangs on grimly and there's still room for two Ocean titles, Jurassic Park and Lemmings.

Storm in a teacup



Left: Inside Arcade's amusement park. The goings begin to get a little tougher.



Right: With only four limbs Spiderman can still hold onto walls and climb. What a hero he is!



STORM

REAL NAME—
ORORO MUNROE

OCCUPATION—
ADVENTURER

GROUP—
X-MEN

SELECT— CHOOSE HERO
START— PLAY GAME

To this day Spiderman is still among the hierarchy of superheroes having starred in numerous movies and comic books all around the world.

The only hero to have surpassed old Spidey in recent times is that all round dogooder Batman.

Rescue is the order of the day as you guide Spidey swinging from web to web in the search for Wolverine, Cyclops, Storm and Gambit. The X-Men as they're known are in big trouble.

Kidnapped by Arcade and taken to his bizarre amusement park, the only hope for the X-Men is the rescue attempt you are about to undertake.

Your adventure through Arcade's theme park takes on level after level of danger and terror. Little does he know but the whole thing is a set up to wipe Spiderman and his buddies from the face of the Earth. Why do these superheroes never meet pleasant and friendly people?



ONCE INSIDE, SPIDER-MAN QUICKLY DISCOVERS THE SHACKLED X-MEN. BUT AS HE BEGINS TO RELEASE THEM, HE HEARS THE VOICE OF ARCADE OVER THE LOUDSPEAKER.

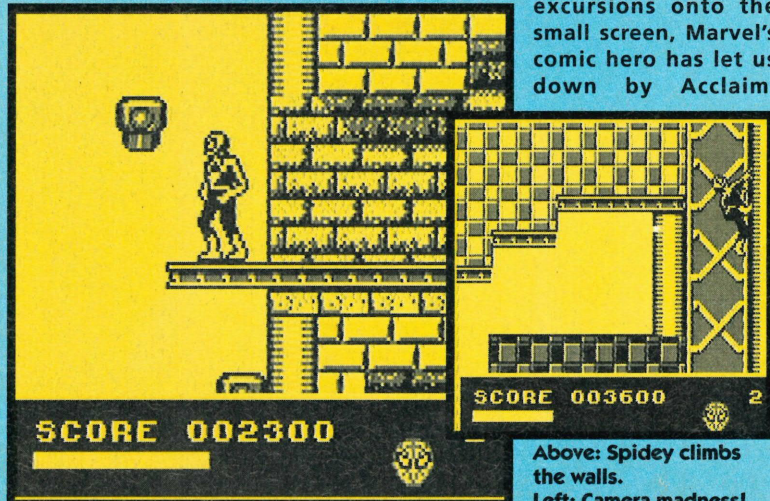
Above: Some startling narrative, the likes of which may never be seen again.

Beginning your quest at the perimeter of the complex you will have to put paid to Arcade's security system. This involves swinging and leaping your way around making sure each and every Security Eye is put out of action.

The task is made a little more difficult as there is a set sequence for them to be destroyed.

After the mammoth tasks Spidey has been put through in his earlier excursions onto the small screen, Marvel's comic hero has let us down by Acclaim.

"The graphics are a little basic to say the least"



Above: Spidey climbs the walls.
Left: Camera madness!

A superhero should never be named after an insect that sends a shiver down even the toughest of people's spines. Spiderman is that hero and the webbed man is back.

SPIDERMAN AND THE X

Whereas the last Spiderman outing was a challenge from the bowels of hell, this time justice most certainly hasn't been done.

The graphics are a little basic to say the least. The gameplay is, I'm afraid, impossible to detect. Although Spidey doesn't have too complex a control system, actually getting it to work is like trying to run a Dodo battery farm.

After Spidey has entered the Park you are given the choice of choosing a different character. One of the X-Men can be used to fight through any level. The park has been designed by the evil Arcade to be the final battle ground for Spidey and his cronies.

Beginning this platform romp from hell with four lives it's up to you exactly which character takes on which stage.

To be honest, however, once you've got inside the amusement park if you can be bothered going

any further, you're much tougher and patient than I am.

It took me almost half an hour to leap from one wall to another.

Again, it's simple enough in theory but under no circumstances should something so simple become such a task.

There are still elements of the previous Spiderman ventures here, with large complicated levels involving the webbed one crawling up walls and swinging to seemingly unreachable platforms but this episode just has an overwhelming feeling of it being a little patchy.

There are no continues and it doesn't incorporate a password system so after playing a game you will seldom want to continue your struggle. It will all seem to have been for nothing.

The tune which plays throughout the course of battle is unbelievable. Unbelievable in the sense that you can't find a simple hook to hum



along to. All in all it's a poor effort all round.

It's the age old story I'm afraid – a little time and effort spent by the developers on the fine tuning could

have transformed this clanger into the epics we've previously seen from the Spiderman camp.

Maybe Spiderman could do with a new lease of life.

Dances with Wolverine

WOLVERINE

REAL NAME –
LOGAN

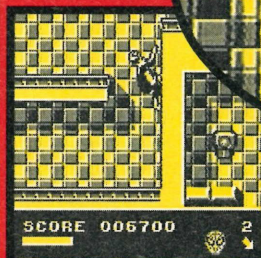
OCCUPATION –
ADVENTURER

GROUP –
X-MEN

SELECT – CHOOSE HERO
START – PLAY GAME



Left: Wolverine is one tough customer. Below: The infamous half hour screen!



Above: This is the first area which requires you to locate all of the Security Cameras. A bit of a waste of time really!

CYCLOPS

REAL NAME –
SCOTT SUMMERS

OCCUPATION –
ADVENTURER

GROUP –
X-MEN

SELECT – CHOOSE HERO
START – PLAY GAME



Above: The X-Men are able to assist once inside the park.

GAMBIT

REAL NAME –
REMY LEBEAU

OCCUPATION –
ADVENTURER

GROUP –
X-MEN

SELECT – CHOOSE HERO
START – PLAY GAME



Above: Each X-Man has his own strengths. It's up to you to find them.

SPIDER-MAN

REAL NAME –
PETER PARKER

OCCUPATION –
PHOTOGRAPHER

GROUP –
NONE

SELECT – CHOOSE HERO
START – PLAY GAME

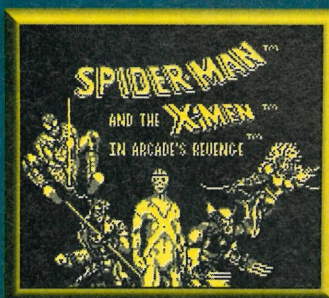


Above: Not sure who this guy is I'm afraid. He can't be that important.

Perhaps a new major Hollywood movie or even a TV series or two could be the order of the day.

Hey, even Superman has been brought into the nineties.

GB PANEL



AMERICAN IMPORT

PUBLISHER Acclaim

SUPPLIED BY Console Plus

RELEASE DATE Out Now

PRICE £24.99

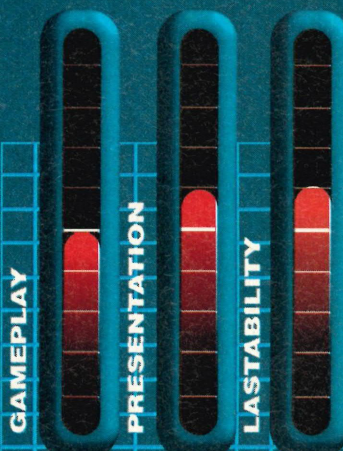
The high quality of the previous Spidey games left me astounded. I jumped at the chance to review the latest offering and have found myself losing sleep over this impossibly sub-standard cart.

Admittedly, it had a lot to live up to but it just couldn't come close to its predecessors. Maybe that was the problem.

I could barely believe how mind numbingly tedious the whole X-Men experience was.

Virtually no gameplay, average graphics, poor sound and no passwords or continues makes this more than a little disappointing – stick to the previous two.

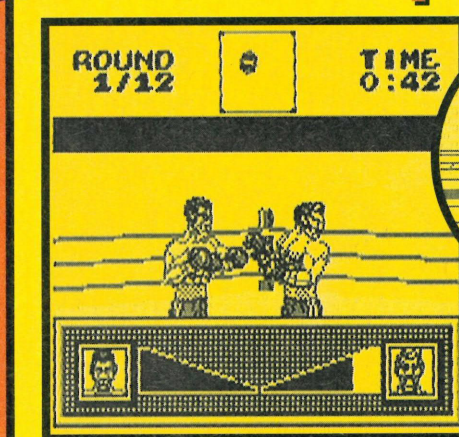
If you're after a Spiderman cart, look no further than Spiderman 2 or 3. This one, I'm afraid, smells of poo.



OVERALL

57%

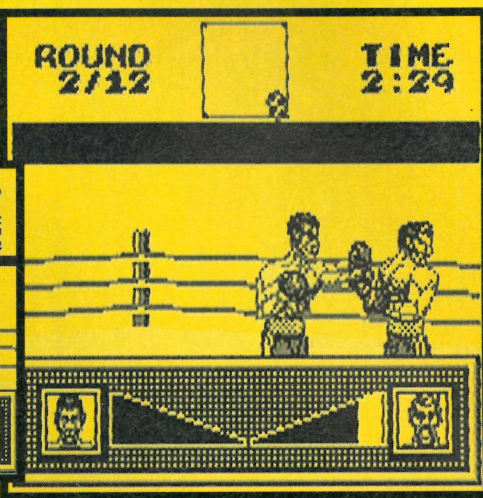
Pure pugilism



Left: Jabbin', duckin', divin', weavin' an' a bobbin'. Tip top reactions are needed in the ring. Above: Work on your physique with the bag!

Below: The end of round statistics are presented in an easy format. Good round for me. Right: A bone crunching left hook puts a dent in the energy bar.

ROUND STATISTICS
19 THROWN 87
64 LANDED 31
53 PCT LANDED 35
10 SCORE 8



Ladeez and gentlemen, welcome to tonight's main event. In the blue corner we present the undisputed champion of the world... Riddick "Big Daddy" Bowe. And in the red corner, the challenger - you.

Boxing, it's a spectacle. There's razzmatazz, rousing music, hype, Don King and if you're Herbie Hide and Michael Bentt, then there are punch ups before they reach the ring. Ain't it just great!

Riddick "Big Daddy" Bowe defeated Evander "The Real Deal" Holyfield on November 13, 1992 to realise his childhood dream of being champion of the world. Now you have the opportunity to recreate his progress through the ranks of challengers to a shot at the title.

It was thought by many that Bowe would rule the roost of heavyweight boxing for some time to come (or at least until Mike Tyson was released from jail). His demeanour, engaging personality and astute mind complemented his undoubted talent in the ring.

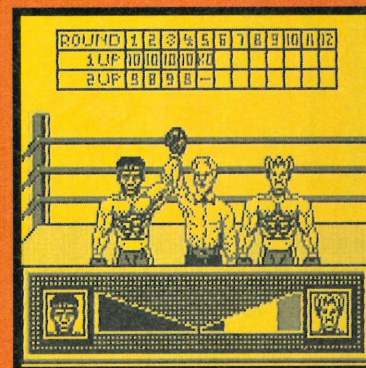
Things have since gone slightly awry. He lost his title to a leaner, meaner Holyfield after relinquishing one version to Lennox Lewis without a punch being thrown. Still, the merchandising bandwagon was rolling and the computer game appeared. Extreme have even fitted it on to the Game Boy!

So, does it pack the explosive punch of it's namesake? Well, it certainly has a meaty right hook and a few effective little jabs!

The first option is to choose which one of the 25 boxers you want to fight. This is a good way to become accustomed to the controls since you can play as Bowe (RB) against a lowly, weaker challenger.

Each of the 25 boxers is given a small biography. This adds a little individuality to the computer controlled characters who are usually anonymous in this style of game.

RIDDICK BOX



Above: The winners arm raised aloft. A quite convincing KO in the fifth.

The best option though is the opportunity to begin a career in heavyweight boxing for yourself. Decide how you want to look from the eight different heads (honest!) and then choose your skin colour with black and white, not surprisingly, being the options!

So, with these variables sorted you can set up your power, speed and stamina ratings. Whether you choose to concentrate on one particular area of strength or go for a more rounded fighter is up to you.

It's now time to hit the circuit. Firmly ensconced as 25 in the world, the road to a title shot against "Big Daddy" looks a very long way indeed.

Win a bout, however, and you have a few training options. If more power is what you need then a work out with the weights might be in order or try the isotonic drinks to boost your condition.

"Choose from eight different heads and your skin colour, honest!"

So, to the fights. RB's Boxing has a side on view of the two combatants. Manual dexterity and a quick eye for an opening are vital. The range of punches is fairly simple. There's the jab, the hook and the upper cut. A quick tap on the A and B buttons cause hits with the right and left hand respectively.

Energy bars on the bottom of the screen show how much strength each fighter has remaining. A pummeling from your opponent or too many missed punches by yourself will wear you down quickly. A quick spell of defence with your guard up will provide the breather needed to restore a bit of energy.

Take a hard punch with your energy at its lowest ebb and it's time to meet the canvas. It's then a scramble to get to your feet ready to face another barrage of hammer fisted blows.

An overhead view of the ring is featured above the main play area. Simple but effective, it shows your position in the ring and can give an indication of where to move to try and pin your opponent to the ropes.

Each of the 12 three minute rounds is scored individually and is



Left: Plenty of attention to detail as the boxers duck and weave into position. Above: A simple sports drink can be effective!

It's a knockout

RIDDICK BOWE

WON 34
LOST 0

STEVE THOMSON

WON 25
LOST 5

SELECT YOUR BOXER

Left: Big Daddy, undefeated, the finished article. Below: The count reaches six. Will he get up?

KO!

Failure to beat the count. It's a knockout. Next please!

K BOWE BOXING

accurate in its interpretation of how well each fighter has done.

Heads turn under the impact of a crushing upper cut and sweat flies on to the canvas. Even the arrogance has been included as some of the more confident fighters bait you to come and get them.

The graphics are well detailed and work very well even in the confusion of a close quarters battle.

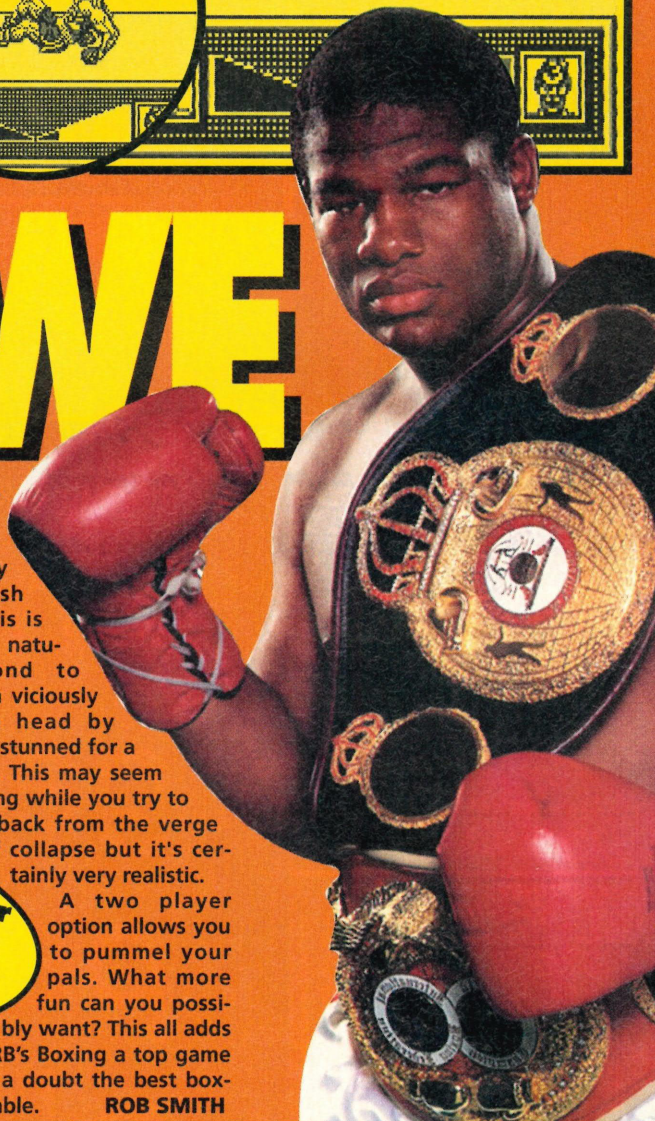
The controls are responsive enough but they may seem sluggish at times. This is because you naturally respond to being beaten viciously around the head by being a little stunned for a few seconds. This may seem a tad annoying while you try to battle back from the verge of collapse but it's certainly very realistic.

A two player option allows you to pummel your pals. What more fun can you possibly want? This all adds

up to make RB's Boxing a top game and without a doubt the best boxing sim available.

ROB SMITH

"Heads turn under the impact of a crushing upper cut. Sweat flies."



Wannabe a contender

ROUND 1/12

TIME 0:48

Left: A devastating upper cut sends the poor challenger to the deck. Below: Each fight is very neatly presented.

ROBBIE

RANK 17
FIGHTS 8
WINS 8

VS

JOHN MACNEEGAN

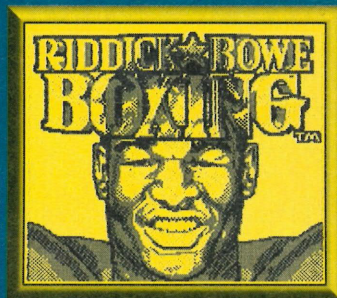
RANK 15
FIGHTS 21
WINS 16

ROUND 1/12

TIME 2:04

Above: A dismissive gesture from the guy on the right. "Come on" he says and then lets go a few jabs as you move in.

GB PANEL



AMERICAN IMPORT
PUBLISHER Extreme
GENRE Boxing sim
SUPPLIER Robeson Marketing
PRICE £24.95

RB's Boxing is nearly as physical as the real thing. The 12 three minute rounds can be quite tiring. Alright, so you don't come out of it with cuts and bruises but you can certainly get a sweat on.

There's quite a challenge here too. With 25 opponents to see off there's an awful lot of duckin' and divin' to be done. I was quite amazed at the accuracy of the scoring and of the ability of the computer controlled opponents who are intelligent and give a really good fight.

My only concern is that RB won't have a tremendous amount of lasting appeal although the two player option certainly helps.

All in all it's a super simulation which fans of the sport will absolutely love.

GAMEPLAY

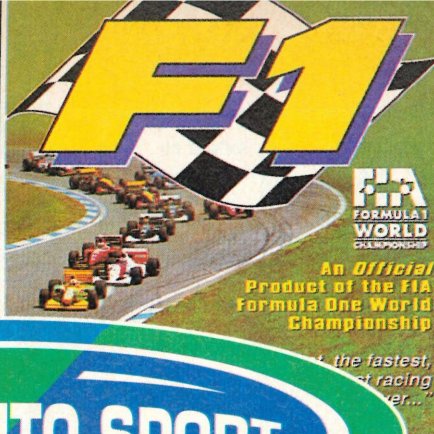
PRESENTATION

LASTABILITY

OVERALL

82%

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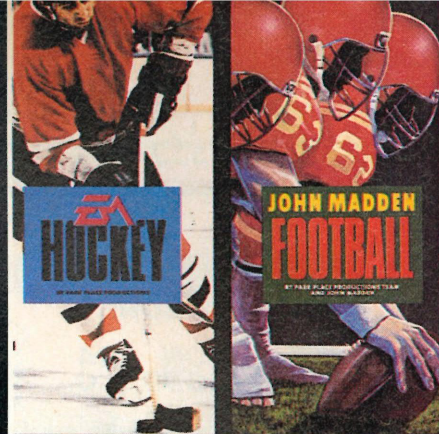
GAME GEAR

Nintendo
ENTERTAINMENT
SYSTEM

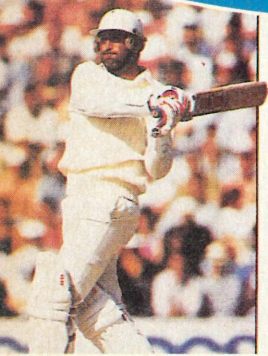
Master System II

AMIGA

PC COMPATIBLE

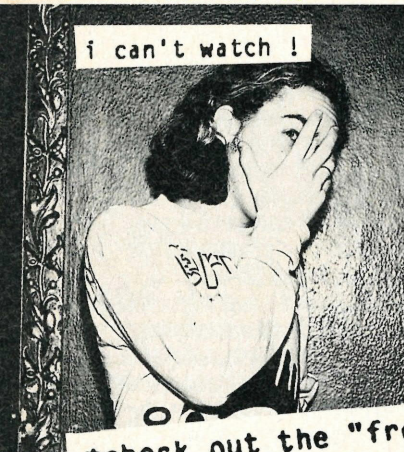
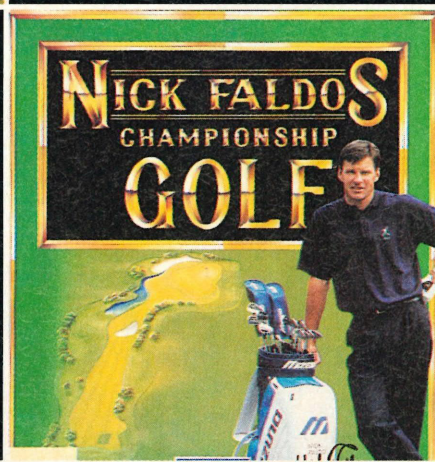


SPRING INTO SPORT



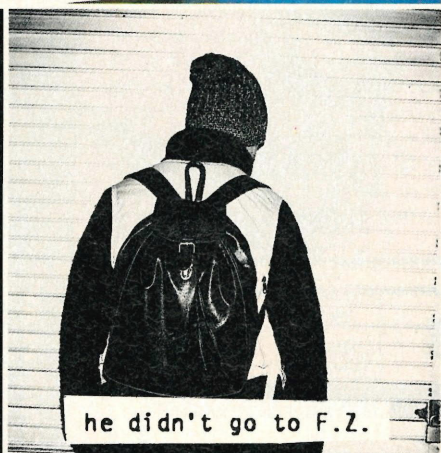
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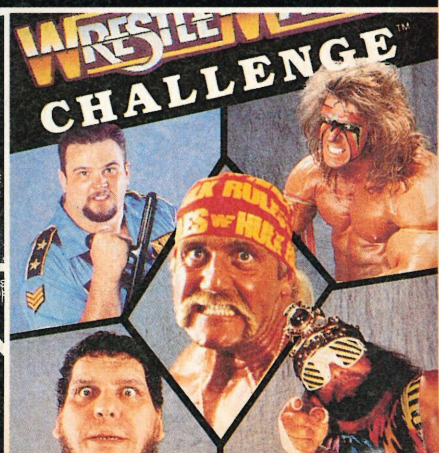
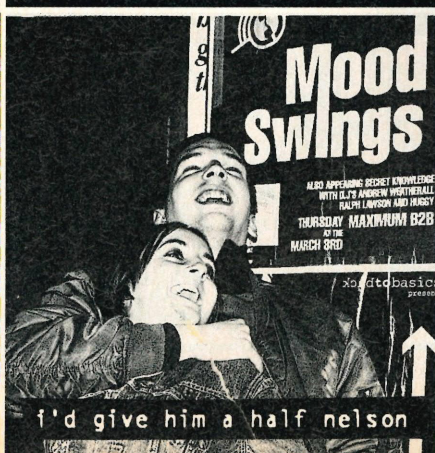
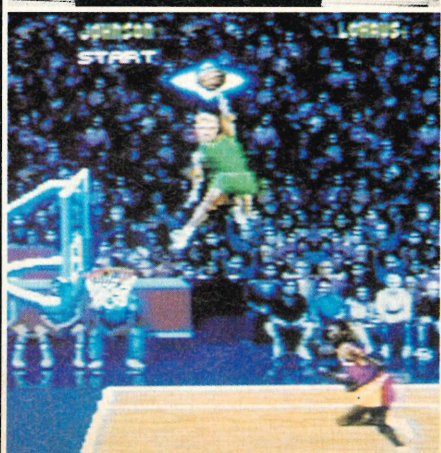


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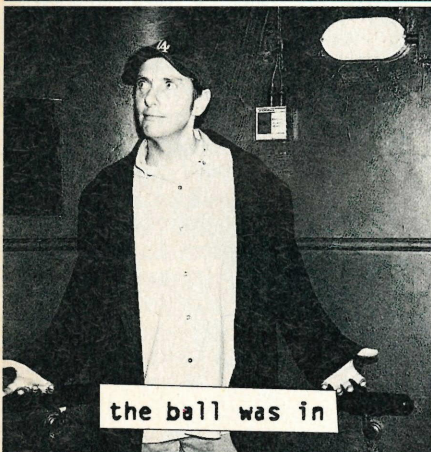
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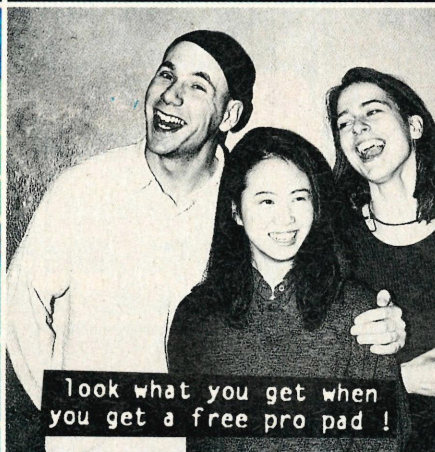
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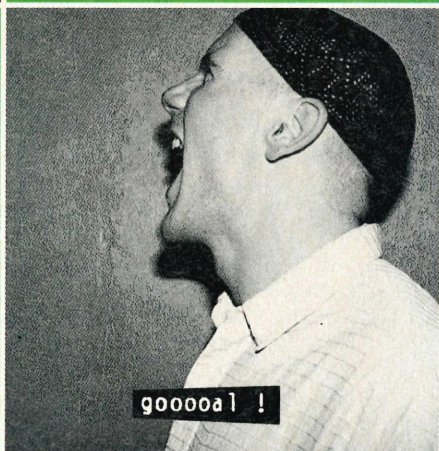
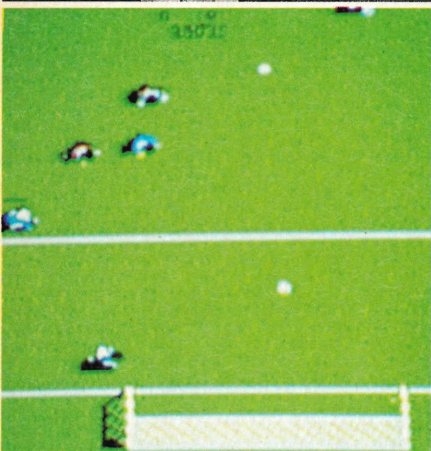
subject to availability promotion ends 9th may



the ball was in



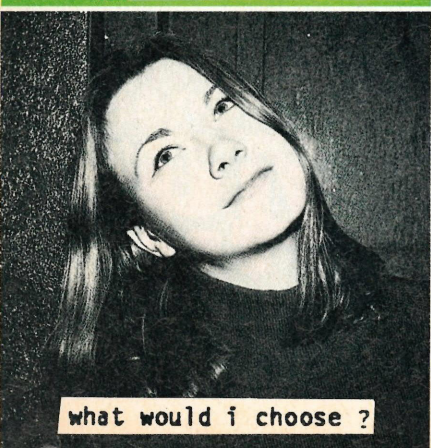
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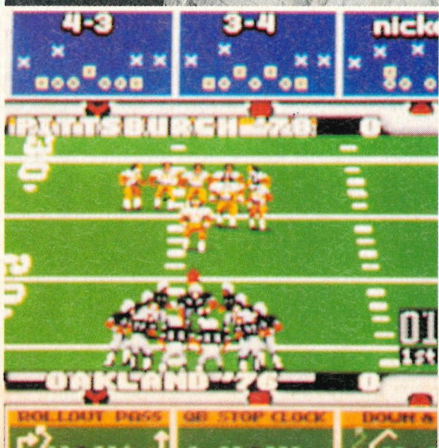
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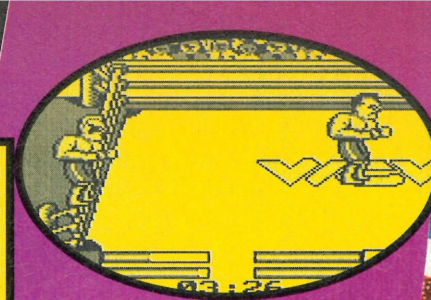
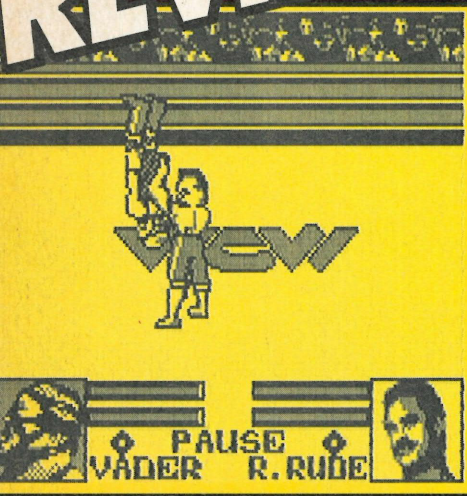


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REVIEW



Above: An example of one of the few wrestling poses seen in WCW.

W.C.W. THE MAIN EVENT



Why oh why do people still insist on releasing these wrestling sims? Isn't the world ready for something a little more entertaining yet?

After having suffered countless hours of TV hell while sitting through yet another show involving blokes with perms as wet as the Pacific Ocean I'd had enough.

WCW, WWF, what's the difference? It all looks the same to me. As do all wrestling games. This is no exception to the rule. Incorporating a fair few moves, punches and holds you would expect it to pack as much punch as Rick Rude himself.

This brings me onto another subject. Why do these wrestlers all have ridiculous names? Vader, Johnny B Badd, Sting? What kind of names are these! I'm sorry but how can any self respecting person take these pantomime artists seriously?

Anyway, getting back on track again WCW has nine players for you

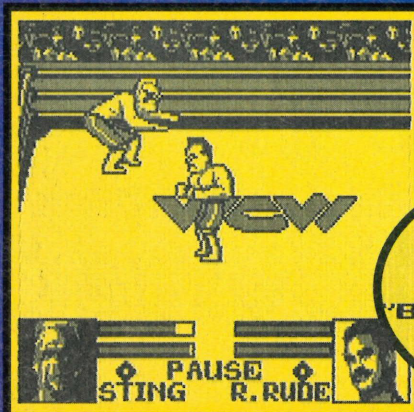


to choose from. Each has their own individual strengths and weaknesses. I always chose Rick Rude as he seemed to be too tough for everyone.

The options allow you to define the length of the bout from five to 15 minutes. You also get the chance to set the skill level to your standards. Unfortunately this is

"Why do these wrestlers all have ridiculous names?"

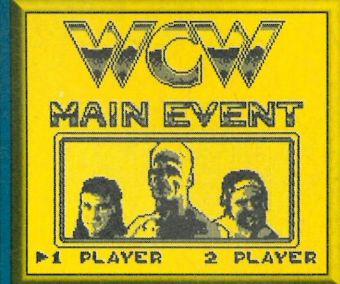
Boston Crab



The action's hooting up to a veritable luke warm crescendo. Roll up for some pretend, badly acted sport.

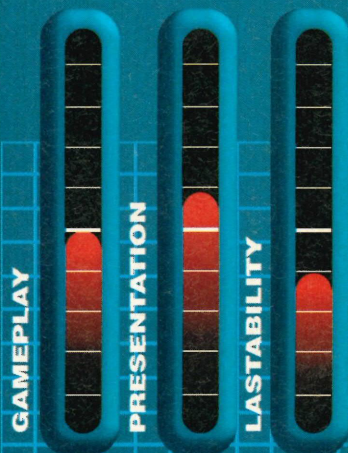


GB PANEL



AMERICAN IMPORT
PUBLISHER FCI
DEVELOPER Screen
RELEASE DATE Out Now
PRICE £23.99

Whoever invented the pathetic panto show known nowadays as WWF or WCW is a man I'd hate to meet. With all of the showmanship and bravado put forward by its stars I'd like to be entertained for at least a millisecond. Incidentally, I tried not to use my prejudice against this game and I believe I've done a sterling job. If this was enjoyable and challenging then it would have got a higher score. It isn't the worst wrestling sim around but it's far from the best. It basically hasn't got an original element to its look and gameplay and this is where it slips up. Gameplay is easy to suss but it soon becomes incredibly dull. The names of the fighters are more entertaining than the sport itself.



OVERALL
49%

where the 'fun' ended for me. The game itself just didn't float my boat so to speak. Sure it played quite well. Sure it scrolled fluently both inside and outside the ring. The thing I found about this game was its lack of spice and originality.

Graphically too it lacked a little something. The wrestlers just didn't look menacing. At least some time had been spent trying to make the players features different. No two fighters looked the same unlike a few of the WWF clan. The one thing going for it is the computer fighters look like they are trying to kill each other unlike their TV counterparts.

With several blows which you can land on an opponent using a pad and button combination you'd think it had something going for it.

The only thing I found was some frantic pressing of the buttons seemed to have some damaging effect. Not much skill is needed I'm afraid to say.

Unfortunately, with this cart being excessively simple to play it became very boring very quickly indeed. The only part of the entire game I could even raise the tiniest of smiles at was the leap from the corner of the ring onto your opponent. It never failed.

As a result of all the downfalls of this cart I still haven't the slightest desire to get myself a wet perm and a ridiculous grin. Maybe next time.

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REVIEW

If this sells as many copies as it deserves to, then smokey rooms full of men with b.o. and five o'clock shadows will be obsolete.

CHAMPIONSHIP POOL

Tetris and Warioland have taken a back seat as Championship Pool grips the GB Action kids.

Game Boy games are rarely famed for their complexity. Mindscape's Championship Pool throws so many options at ya that initial reactions are to pack the cart back up in favour of something altogether less awkward.

Often, however, the least instant games tend to become the most enjoyable. This is certainly the case with Championship Pool. Before you know it, the flicking between the set spin, set power and the zoom in zoom out becomes subconscious.

All the action takes place from an overhead view.

A rotating sphere ('phantom ball') smaller than the other balls which indicates the direction in which you intend to hit the white can be positioned anywhere on the table. Tapping the A button activates it, holding down B while moving the D-pad fine tunes it and another tap on A sends the cue ball towards the object ball.

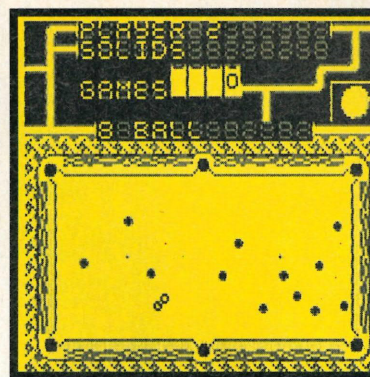
"Missing the ball only once may lead to defeat."

If there's any doubt about the predicted path of the cue ball, you may zoom in. You are treated to a close up of the relevant part of the table and should be left in little doubt as to whether your shot's gonna hit or miss. Hitting B when not touching

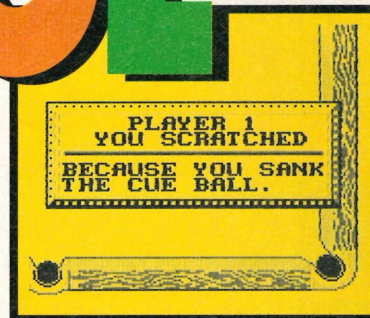
the D-pad brings up the set power menu to give further control over the shot. All this sounds complicated but it's easier than falling off the slippiest of logs. After having lined up your shot, the feeling of satisfaction when the ball drops transcends most Game Boy experiences. The graphical portrayal of this is eerily similar to the way the ball rattles in the jaws before disappearing out

of view on real-life pool tables. When in play, the balls' numbers can only be seen when zooming in. This problem is overcome in zoom out mode with the Pythonesque appearance of two big arrows - one over the object ball, another above the pocket.

The toughest test of them all is the championship. You play a computer opponent but you don't see his shots. All you get is a screen saying how many balls he's potted. In the latter stages, missing the ball only once may lead to defeat.



Above: Zoom out to be treated to a bird's eye view of the whole of the table. Useful for planning ahead.



Below: It's impossible to get away from 12" re-mixes these days.



GB PANEL



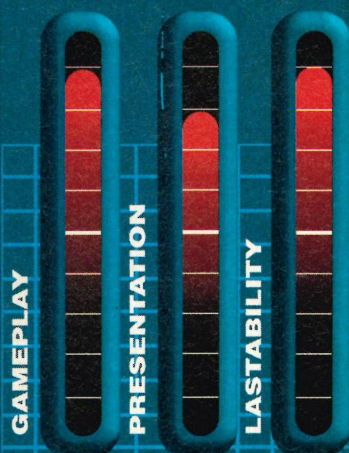
AMERICAN IMPORT
SUPPLIED BY Console Plus
RELEASE Out Now
PRICE £23.99 (£19.99 if and when Console Plus stock official version)

The playability can't really be faulted, although the zoom out view can strain even the keenest of eyes. What makes Mindscape's Championship Pool so good, however, is the realism and attention to detail.

The balls move fairly convincingly and the power and spin meters make accurate differences to the result of your shots.

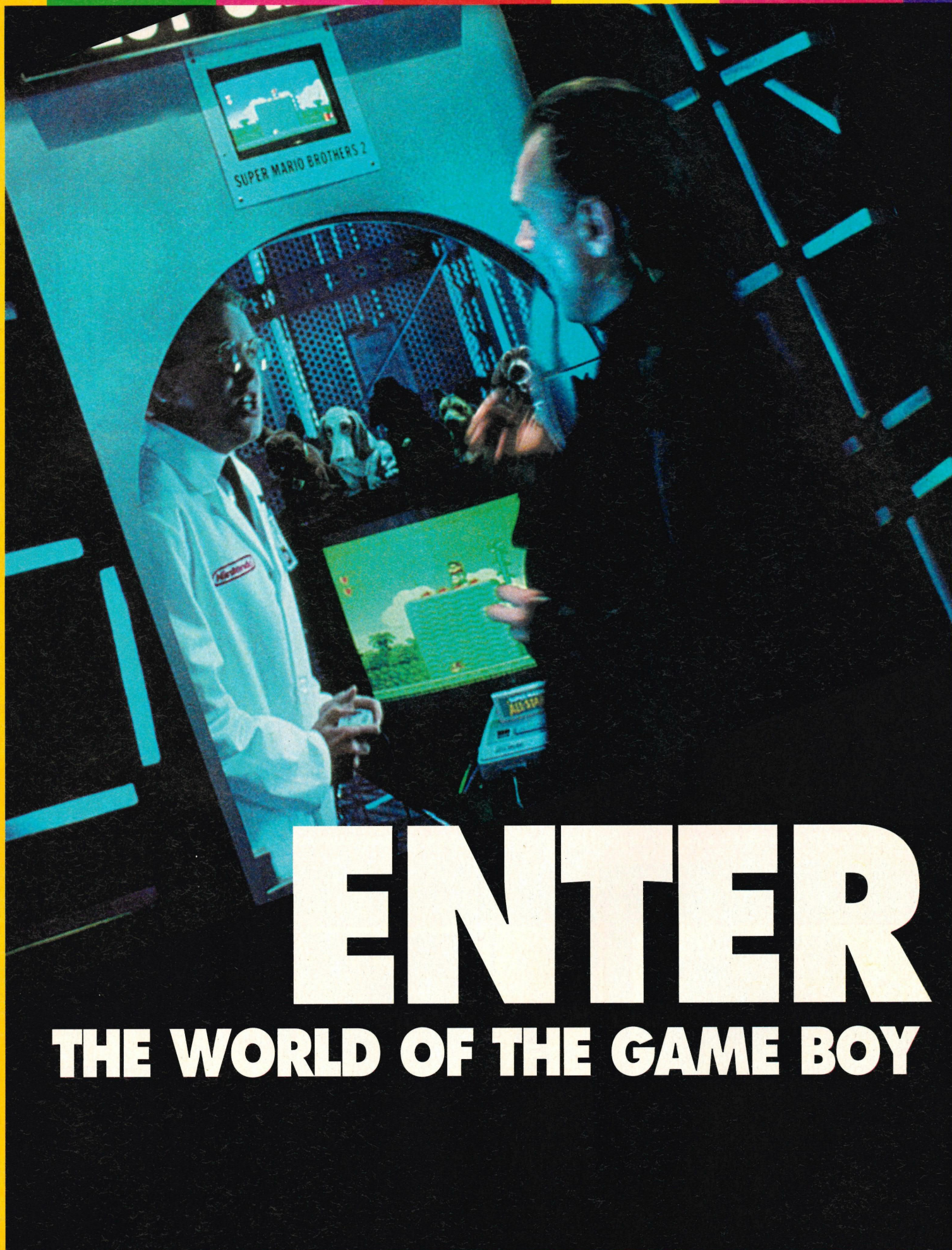
Championship Pool fares well in terms of longevity too. Not only are there plenty of authenticity adding options, but there are sufficient sub games to challenge the life span of any battery regardless of whether it's black and gold or not.

There are hours of gameplay to be had here. You rack 'em - I'll stack 'em.



OVERALL

88%



ENTER

THE WORLD OF THE GAME BOY



As predicted in the first ever issue of GB Action two years ago, the colour Game Boy has finally arrived – in a manner of speaking. On these two pages, GB Action reveals Nintendo's newest, most amazing product.

COLOUR GAMING

Unveiled by Nintendo on March 14, the Super Game Boy enables Game Boy games to be played on television screens in colour. The one catch for Game Boy owners is that it only works through a SNES.

Pedantically speaking, the colour Game Boy is a misnomer in that it isn't actually a Game Boy with a colour screen. Nintendo have obviously thought of that when deciding upon its name. The Super Game Boy suits it nicely as it implies Game Boy and SNES elements which is, of course, entirely true.

The 'cynical marketing play' versus 'a reward to loyal Nintendo users' debate will undoubtedly rear its head from this day forth. It's obvious that an affordable colour Game Boy is still completely out of the question, so a compromise has been reached and a device created to go half way towards what many Game Boy owners would like to see.

In harsh monetary terms, a Game Boy user who wants to play his games in colour will have to fork out \$59.99 for the Super Game Boy (SGB) and a further £99.99 for a SNES – a massive rip



off. It is not yet clear when a British SGB will materialise, but it launches in America on June 6. If import copies become available, expect to pay more than the above US recommended retail price (around £40).

So is the SGB of use to Game Boy owners, or just another money making scheme by Nintendo? This question needs to be addressed from several angles. Judging by our latest survey results, the vast majority of British Game Boy owners don't have SNESs as well.

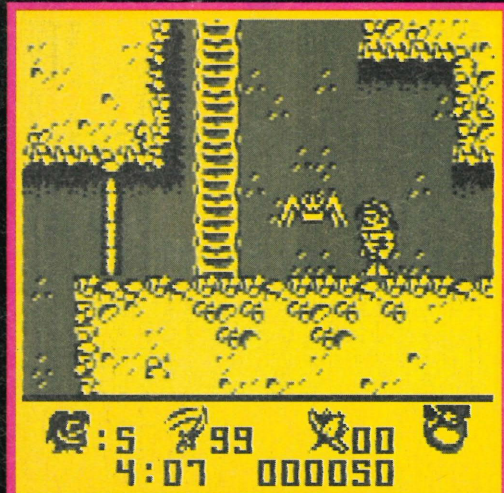
The main reasons for this are probably cost and the fact that the Game Boy is the portable palm pleaser whereas the SNES is of no use when not



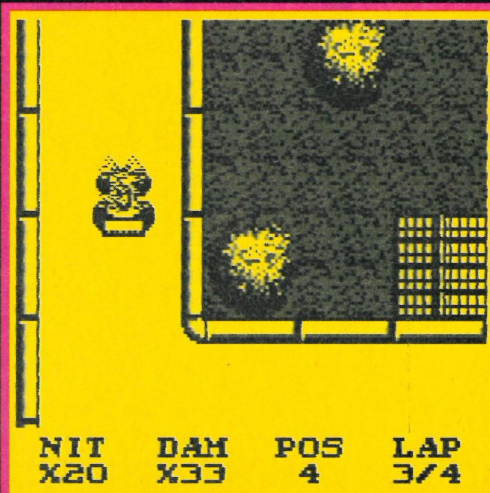
connected to a television set or monitor.

Every Game Boy game that has ever been sold has been monochrome, but to every Game Boy owner that has bought one doesn't care one iota. Any criticisms are invariably to do with gameplay

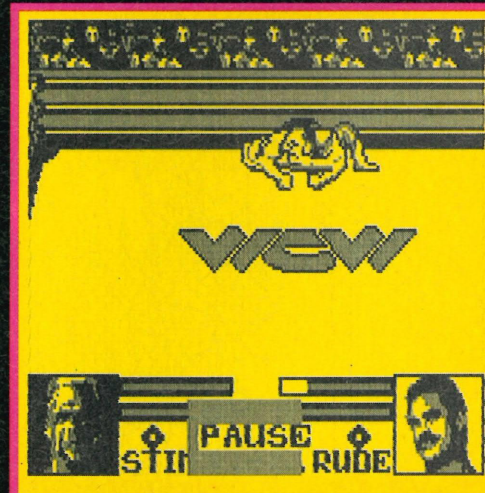
POOL SHARKS



The colours and borders can be customised, so Tarzan can be a nice brown, with green vegetation.



Dirty Drivin' would be considerably more dirty in colour. Brown mud, grey track and red car. Sorted.



At last! Blond and dark haired wrestlers will be easily distinguishable. Kiss that canvas!

TECH SPEC – What Is It?

When is it out?

How much will it cost?
MSRP \$59.99.

How does it work?

**image on any
size TV screen
complete with
stereo sound.**

Highlights:

Colour?

The Colour Game Boy: All You Need To Know

This Is What It Could Be Like In Colour...

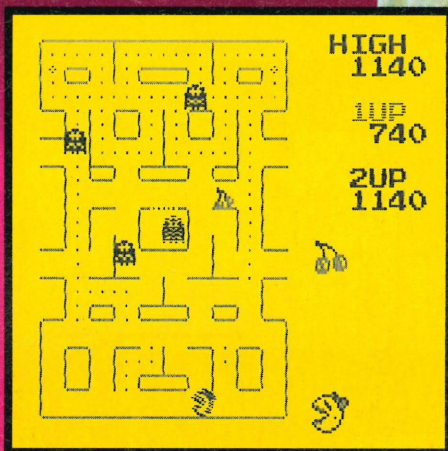
How wrong we were! On the left is Jason Spiller, our Editorial correspondent. What a boy!

MR ME BOY

Is the SGB, therefore, really necessary or just a luxury item for those lucky enough to be able to afford a Game Boy and a SNES. Surely a SNES owner would rather spend ninety quid on a couple of recommended SNES carts than a Game Boy cart and a SGB? I certainly would – although admittedly I'd be curious.

A bizarre situation that the dawn of the SGB throws up is a new generation of SNES owners who'll be able to buy Game Boy carts without having to splash out on the hardware. I can't, however, imagine too many SNES owners buying 1Mbit Game Boy carts rather than 16Mbit SNES ones, regardless of the difference in price.

It's a cliché, but only time will tell whether Nintendo end up making potloads of cash from the sales of a product that's a brilliant idea in theory but a rather nougatty one in practice.

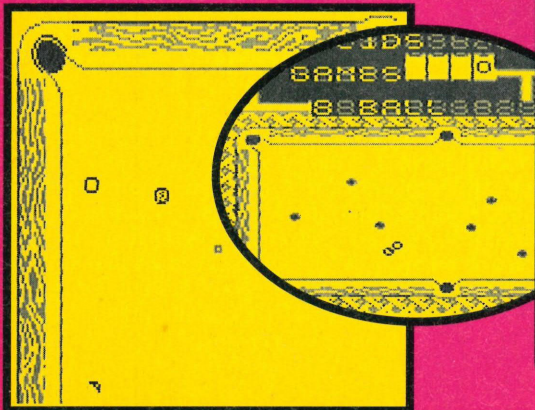


Left: Ms Pac Man is soon to be followed by another old classic game – Donkey Kong. It'll be the first 256 colour Game Boy release.

IDLE SPECULATION

Right: This is how we thought the colour Game Boy might look. Wrong!

The first issue of GB Action, way back in June 1992, imagined the colour Game Boy to be the same unit but with colour capabilities. We knew it would be in colour eventually, but not that a SNES and a telly would be needed to play the games. Maybe in a few years, when technology takes yet another step forward, a Game Boy with the capability of colour on its own screen will be released. Until then, think yourselves lucky that the Game Boy is as good as it is even in black and white!

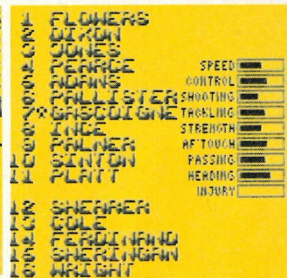
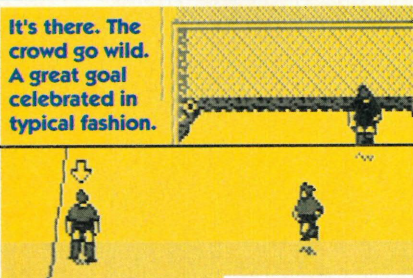


NEWS PREVIEWS PI

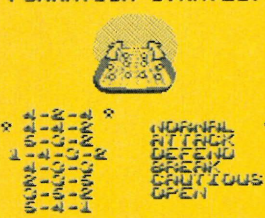
Coming soon to a Game Boy near you ● Coming soon to a

Striker goes for goal!

It's there. The crowd go wild. A great goal celebrated in typical fashion.



FORMATION STRATEGY

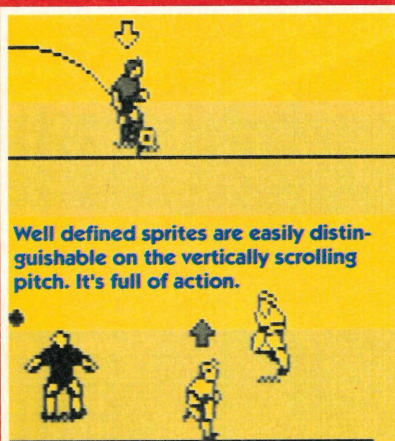


Above: The England squad complete with individual ratings. Left: Choose the formation and strategy which leads to a superb victory (far left) versus Germany.

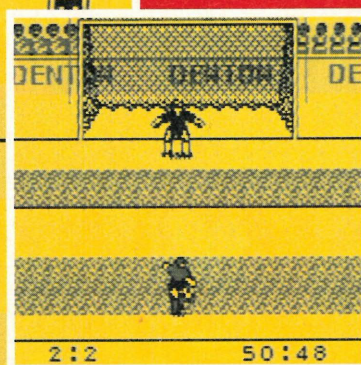
RESULT
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GERMANY 4
LOCATION: WASHINGTON D.C.



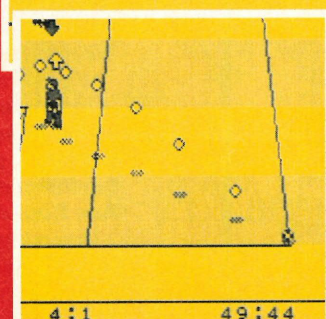
WORLD CUP



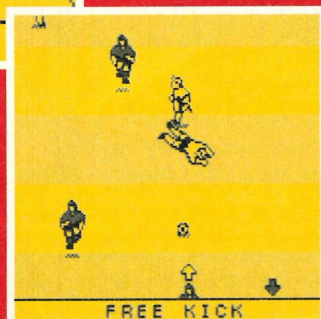
Well defined sprites are easily distinguishable on the vertically scrolling pitch. It's full of action.



Above: It's two-all. A penalty could decide the outcome.



Left: Pick out the centre forward by directing the corner. Right: When the going gets tough...



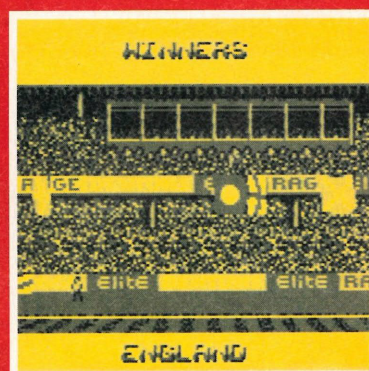
FROM: Elite OUT: June

The World Cup is coming soon in case you hadn't noticed. Not surprisingly there's a veritable flood of footie related games about to hit the shelves, all vying for the top spot.

Not wanting to be left out of these shenanigans, World Cup fever has struck Elite and now they are throwing their two penn'orth into the ring with the imminent release of World Cup Striker.

After enjoying quite phenomenal success on the SNES, selling over a quarter of a million units, Elite have done the decent thing and converted Striker onto the Game Boy. A rather adventurous project you may think but nonetheless Elite have adopted a 'nothing ventured, nothing gained' philosophy and here's a preview of what's in store.

Can this massive success be duplicated on the 'Boy? Only time will tell of course but there are plenty of eye opening features to, er, open your eyes and get that adrenalin pumping ready for the kick off!



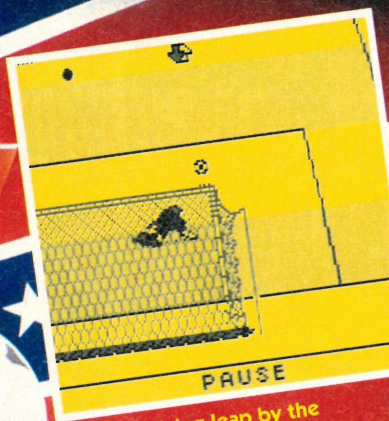
Above: About the only way England will win the World Cup. The fans go wild celebrating this occasion.

Striker doesn't just focus on the World Cup competition as played out in the States this summer. There will also be the opportunity to compete in a World League and a World Championship as well as the less intense but nonetheless important friendly matches.

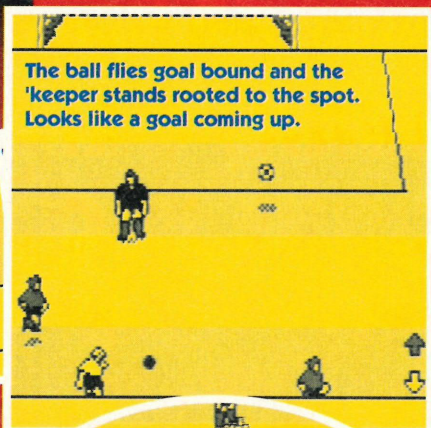
A simple to use icon driven menu system allows you to get through

REVIEWS PREVIEW

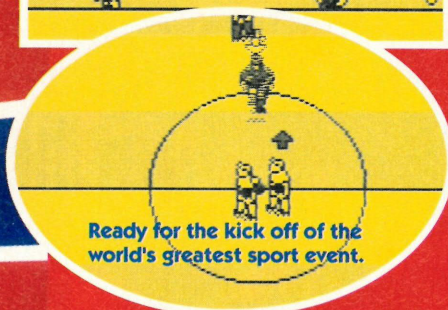
Game Boy near you • Coming soon to a Game Boy near you



Above: A flying leap by the 'keeper should have this shot covered. Unless he's Scottish!



The ball flies goal bound and the 'keeper stands rooted to the spot. Looks like a goal coming up.



Ready for the kick off of the world's greatest sport event.

World Cup trivia

- The first World Cup was awarded to Uruguay in 1930 by FIFA President Jules Rimet.
- A massive 3.6 million tickets will be available for the 1994 competition.
- Over 180 nations entered the competition and have been whittled down to 24.
- 26.7 billion people in 167 countries watched the 1990 World Cup on TV.
- The '94 final is expected to have a TV audience of around two billion.
- England haven't won the World Cup or anything else for that matter since 1966.
- Reigning European champions Denmark won't be in the States, neither will France (tee hee!) courtesy of Israel.
- Between matches bands of 1000 watt halogen lights will be placed six to eight feet above the grass in the Silverdome to compensate for the lack of natural light.
- The World Cup is brill 'cos it means a month of footie on TV.

all the different options quickly and easily. This helps you to get to the nitty gritty of team and player selection with the minimum of fuss so you're soon up and running.

So, who's going to be taking part in all this footie related fun and frolics? You have a roster of 24 teams to choose from. Each has a squad of 16 players and each player is given individual ratings for after-touch, ball control, tackling ability, passing and heading.

What really makes the squad editing facility a top feature is the fact that the players are real! The English squad (yes, England, who didn't qualify in real life!) contains Gazza, Platt, Flowers and other regulars. With the individual ratings you can see just how well Gazza compares alongside the likes of Baggio and Gullit. Since there's no tongue size rating the Georgie boy probably loses out to his Italian and Dutch opponents!

There're also a number of different formations which your team can adopt. From the standard 4-4-2 you can try the sweeper system, or an aggressive 4-2-4. Within this frame-

work you can also choose to adopt an open style, all out attack, defence and even a ploy to attack on the break. A style and a formation for every occasion!

So on to the game itself. It's a vertically scrolling pitch seen from a 3D perspective. The sprites look well detailed, move smoothly and are well animated when in motion.

To keep your interest flowing there are three difficulty levels, the

fastest being the easiest level and the slower speed requiring more skill, control and precision.

So, win the World Cup on the easy level and that's only the first obstacle out of the way. These options should offer plenty of challenge and variety to the standard footie sim.

With an adequate control method and the interest of having recognised players on board Striker

should reach the heights hit so spectacularly by the SNES version.

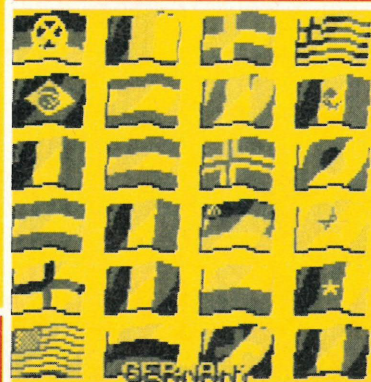
Football mania really is hitting the software market throwing a number of games into direct competition against each other. Which ones come out on top and which are the Englands of the genre will be seen when they all come up for review in the next few months.

Check out the reviews to be trusted in GB Action. **ROB SMITH**



Above: The first set of options. Check out your team, change players or just fly straight into the game itself.

Below: Choose from any of the 24 teams. Each are individually rated but America can still beat Germany!



Above: Options galore. Make teams all of a similar standard, choose weather and pitch types, it's all here.

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- **Dragon Ball Z 2**
 - **Super Troll Islands**
 - **World Cup Striker**
 - **Super Xcalibur 2097**
- and many more**

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- **Jammit!**
 - **Super Hockey**
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 - **Retro revival?**
- ...it's a beauty!**

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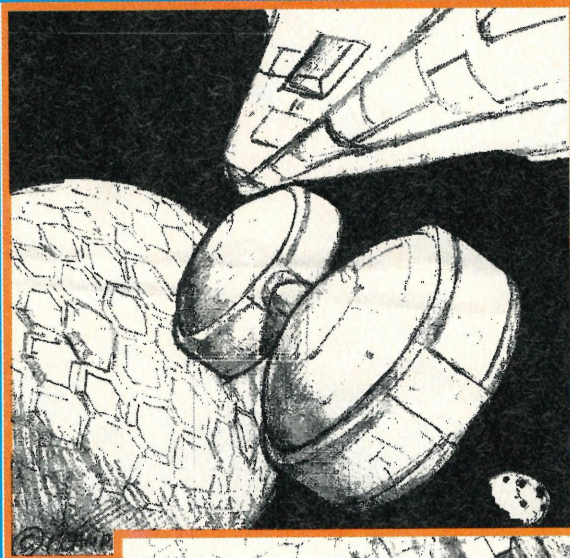


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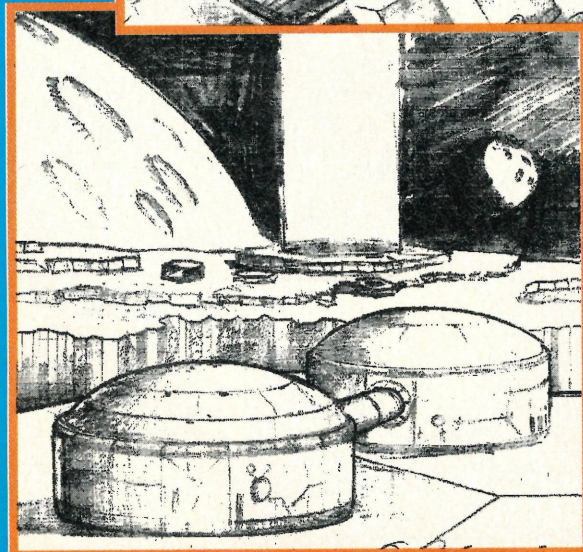
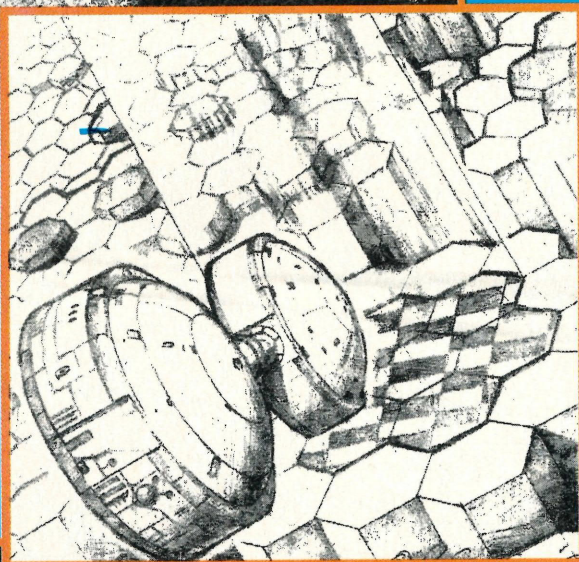
Coming soon to a Game Boy near you • Coming soon to

Lucle boxing clever

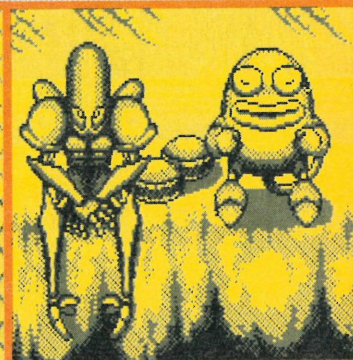
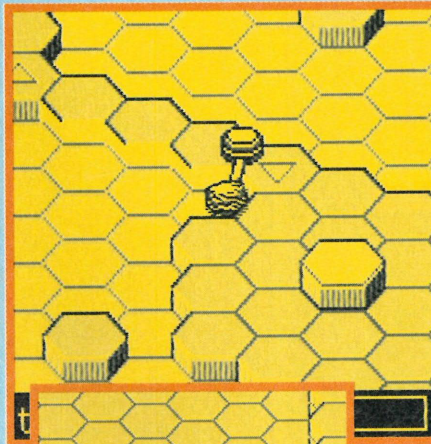


Left: An early sketch of one of the options open to Vic Tokai to use on the game box. Of the three drawings, which do you prefer?

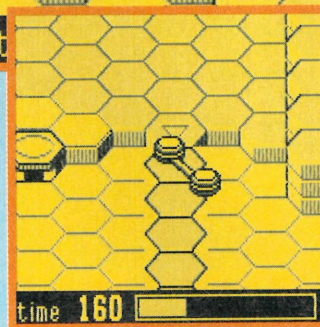
Right: A shaft of light and the Lucle speeding towards the hexagon strewn planet. Quite impressive.



Left: The Lucle surveys the planet on which it's stranded. Destination outer space, but it's a long journey.



Left: One misplaced step and the Lucle plummets off the bridge. Above: The Lucle between aliens!!



Above: Lifts raise the Lucle on to new platforms and then bridges convey it to new areas.

Lucle, odd name for a game. Odd game come to think of it. But that's good odd, not bad odd. Different odd would be more appropriate. Very different!

Vic Tokai's premier release throws another puzzle game into the melting pot of Game Boy brain benders. Although not due out until September we present an in depth look at what to expect when it finally hits the shelves.

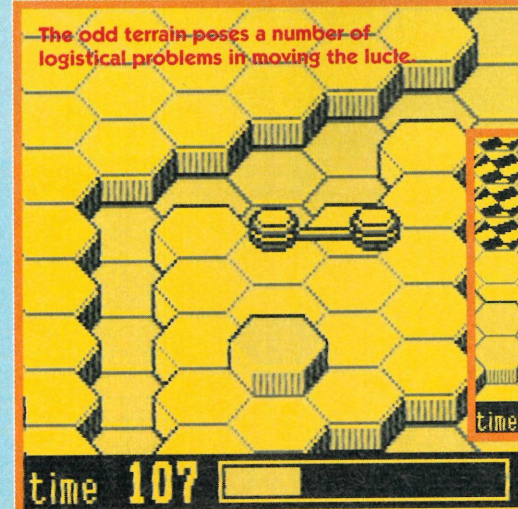
So, a Lucle. What is a Lucle? What do you do with it? What does it look like? Does it bite? Do you eat it? Just what on earth is it? And just how many questions can we ask?

Well, it's not on earth for a start, hence the sci-fi type of name, perhaps. It seems that a Lucle is a kind of space probe-cum-planetary explorer-cum-er, thing. About as clear as mud so far?!

So what do you do with it? Probe? Explore? All of the above? Erm, yes, sort of!

Basically, you have to move the Lucle around the planet on which you've landed and reach the exit. What's very different about this simple task is the use of perspective and the hexagonal layout.

The Lucle itself is an intriguing little device. It looks like two semi-spheres linked by a pole! Get the picture? If not take a peek at the screen shots, that should help!



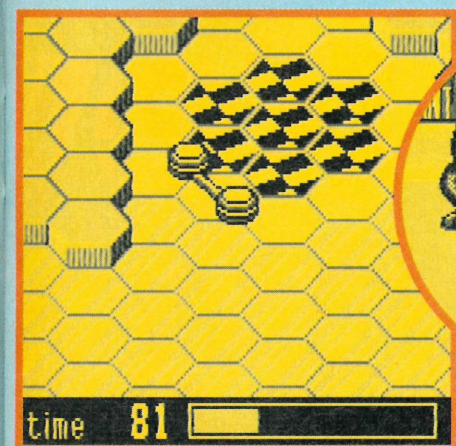
The odd terrain poses a number of logistical problems in moving the Lucle.



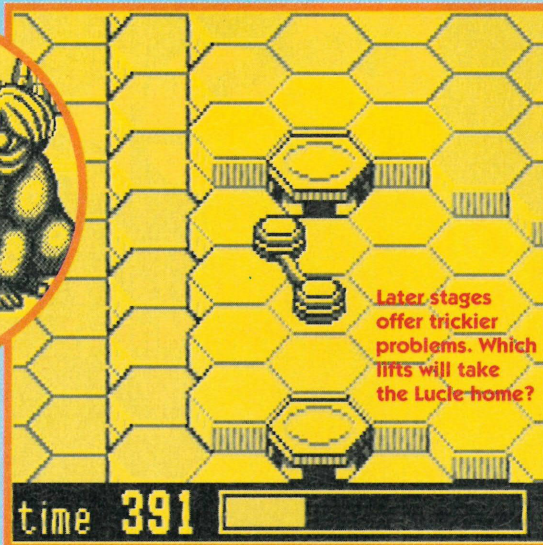
Above: As time ticks down it's a dash for the exit and stage complete.

REVIEWS PREVIEW

Game Boy near you • Coming soon to a Game Boy near you

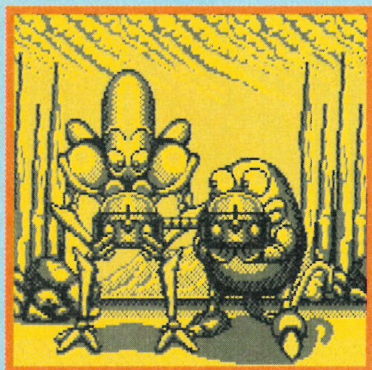


Left: It's there, the end stage. The Lucle slips across the ice and lands in safety. Above: Yet more aliens unsure about the Lucle!



LUCLE

OUT: September



Above: More aliens, not surprisingly curious about this strange object.

Anyway, the Lucle moves itself by having one of the semispheres stationary and the pole, with the other hemisphere attached, spinning around. The moving hemisphere is then planted (by pressing the A button) and the other hemisphere begins to spin! This mode of moving allows the Lucle to effectively 'walk' across the terrain.

Sounds complicated, I know, but it isn't! No, honestly it's dead easy, just erm...very different.

The challenge and the interest then comes from negotiating the different types of terrain. Mountains and caverns have to be crossed in order to reach the exit. Use of the various bridges and lifts is therefore necessary.

As you progress through the different stages the exits become more and more awkward to locate. Each area is quite large so there is plenty of searching to be done and, of course, there's a time limit.

In a neat change from the usual time restrictions each stage is given a 'par' time. Complete the stage within par and the seconds which you've saved get added to the par for the next course. This allows you to accumulate seconds over the easier courses and these can then then provide something of a safety net when it starts to get difficult.

So what other obstacles has the Lucle to overcome? Sheets of ice can cause tremendous problems. Care, skill and timing are needed to prevent the Lucle from sliding wayward before manoeuvring it to the safety of solid ground.



Here at GB Towers we've just heard that the finished game will include a plethora of other features which will hinder the Lucle's progress. Icons can be collected and baddies avoided to add even more spice to this challenging venture.

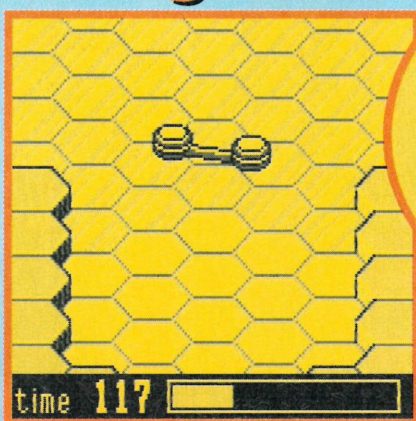
There are 25 levels to be negotiated in all before the Lucle can escape from the planet and fly back off into outer space.

The graphics look simple but work very effectively. It plays well and is totally original in style and content. You've got to take note of a game which offers these features!

Lucle looks like being capable of hitting the addictive, teasing and mind bending heights reached by the god of puzzlers, Tetris. Whether it does achieve this much we'll have to wait and see but it's certainly looking like one to watch out for.

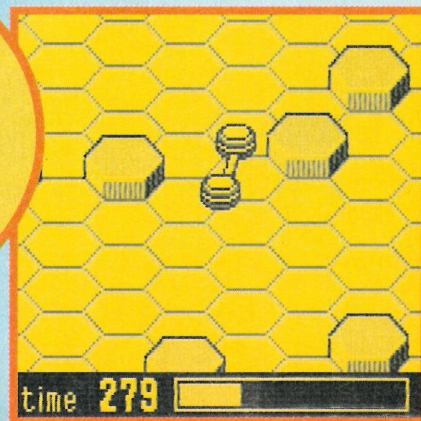
ROB SMITH

Hexagons!



Above: What's this then? Erm, a drum kit? No. A dumbbell? No. Oh, let's use it as a stool then! Left: Skid and slide on the ice.

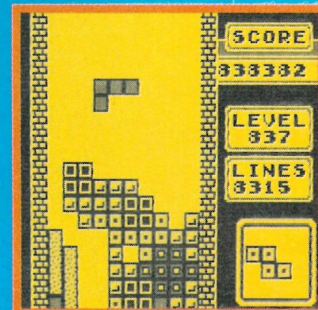
Below: The Lucle must move around the solid blocks. This needs lots of care.



Oddities

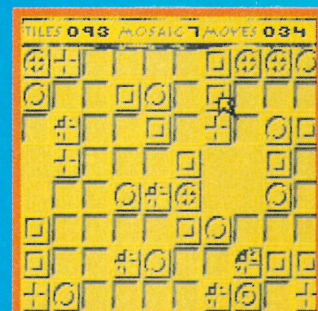
Other odd named games!

● Boxxle: Very odd name hides a box shifting and shuffling puzzle game.



● Tetris: Very odd name hides the definitive puzzle game.

● Kwirk: Very odd name hides a tomato moving maze-like, hole filling puzzle game.



● Tesserae: Very odd name hides a solitaire variant puzzle game from Gametek.

● Splitz: Very odd name hides a picture making puzzle game.

● Garfield: Very odd cat hides daffier-than-daft Odie!

Enough odd names methinks, but why are they all on puzzle games?!

Ms PacMan - The Retro Rev

Nintendo, creators of the Game Boy, may well have kick started a new era in GB gamedom by releasing Ms Pac Man. I certainly hope so.

When told that GB Action would be featuring Ms Pac Man, publisher Don Lewis had a double take. 'Pac Man? That's a blast from the past isn't it?' were his first words when he realised he'd heard correctly.

He was right. The first Pac Man machine appeared in Britain in 1980. A couple of years later the circular yellow hero who scoffed power pills and ghosts all day had a companion. She came in the shape of another power pill scoffer, the only difference being that she wore ribbons where her hair would have been were she not a yellow circle.

The year Pac Man appeared was when arcade machines were comin' at us all over the gaff. A generation of kids who had had to make do with playing football and Action Man all day were given a whole new lease of life. I was one of them - those were the days!

A recent visit to a couple of programmers (see feature on page 42) showed that the Game Boy is capable of comfortably supporting games much bigger than even Zelda! The question is, however, do we really want this?

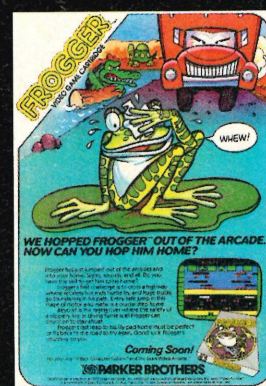
Ask any 'old' (21 plus) games player and he'll tell you that the old uns are always the best. Admittedly, nostalgia tends to colour judgement but in terms of simplicity, addictiveness and game-play games such as Pac Man and Space Invaders were classics and will remain so for all time.

Is it therefore time for a renaissance? In today's age where fashion, films, music and even

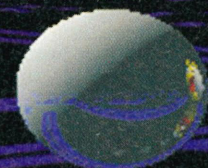
football strips are all heavily influenced by recent history it's only a matter of time before the computer and video game industry takes a leaf from the aforementioned entertainment media and goes all retro.

In its present form, the Game Boy, if we are to be honest, will never be able to support the likes of software that we've all seen on other, more expensive formats. So why not start reproducing classic games from the past that many readers may not have even heard of, let alone played?

So far, the only classic arcade games that have

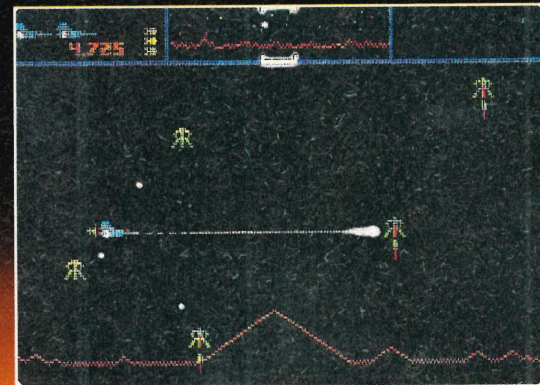
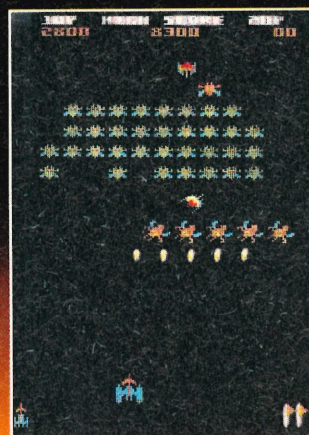
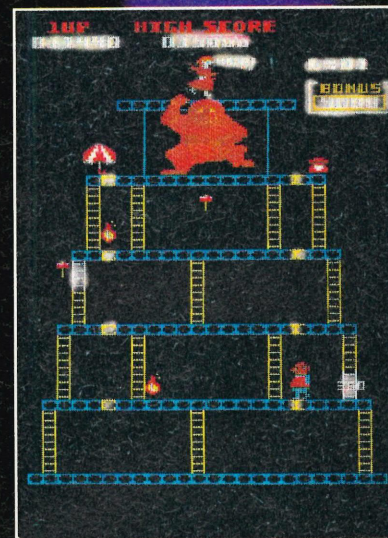
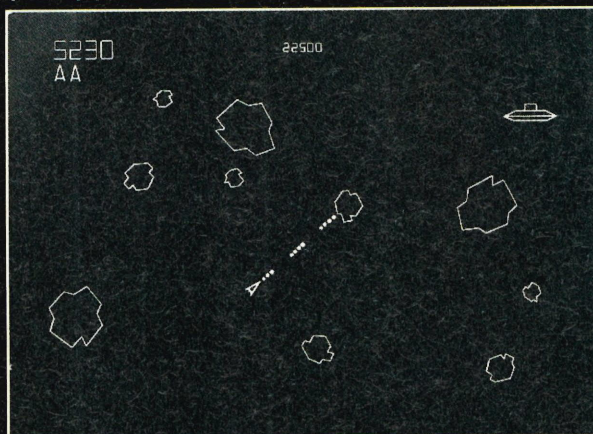


Left: Frogger was a simple, linear single screen challenge that attracted the punters like flies around a carcass.



made their way onto the Game Boy are as follows; Alleyway (based on Breakout), Asteroids, Centipede and Drop Zone - a very poor showing. The beauties that are mentioned elsewhere in

A selection of some of the old classics where gameplay was everything. Clockwise from top left: Asteroids, Donkey Kong, Defender and Galaxians. To be good at these games took plenty of 10p pieces and a lot of stick from onlookers.



Defender: The newsagents I used to work for had one of these. You can guess what I spent my wages on.

The good old days

The arcade machines below are only a tiny sample of the classics that were hitting Britain in the late seventies and early eighties. To put the era into some sort of context, there's also a list of some of the best bands of the time.

The 10p Years - Six Of The Best

Arcade Machine	Company	Band Of The Year	Year
Breakout	Atari	Sex Pistols	1977
Space Invaders	Taito	The Clash	1978
Galaxians	Midway	Boomtown Rats	1979
Pac Man	Namco	The Specials	1980
Robotron	Williams	Adam & The Ants	1981
Gorf	Taito	Duran Duran	1982

Other corks; Centipede, Millipede, Galaga, Tank Commander, Battlezone, Missile Command, Star Wars, Donkey Kong, Phoenix, Scramble, Defender.

Leading rival?

this feature are just begging to be converted onto the portable palm pleaser.

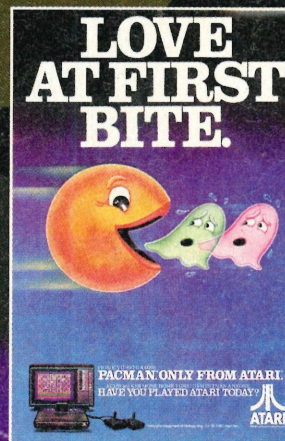
Every classic arcade game deserves to be seen on the Game Boy. The reasons for this are numerous. For a start, the ones that are left standing are all still immensely popular.

They're all bursting at the bolts with gameplay and addictiveness. The graphics and sounds are simplistic, thus reproducing the feel of them on the Game Boy would be putty in the hands of talented programmers. Let's be honest, no-one buys the Game Boy because of its graphical

pro prowess or its sound capabilities. Even on the best and most recent releases the sound is invariably turned off anyway.

Nintendo, creators of the Game Boy, may well have kick started a new era in GB gamedom by releasing Ms Pac Man. I certainly hope so.

Right: It certainly was, for millions of arcade players all around the world. What a superb game!



What's it all about?

Breakout – The original brick smashing game had coloured strips across the screen to create the illusion of colour. Released as Alleyway on the Game Boy. Controlled with a 'paddle' – a radio tuner-like knob.

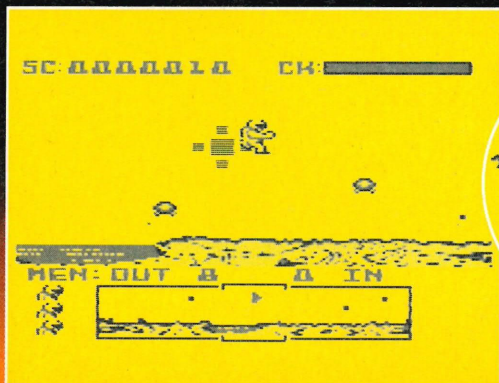
Robotron – A bit like Total Carnage except without the scrolling and a multitude of different levels, the highlight being the one featuring blue enemies with enormous pulsating brains. Controlled by two joysticks.

Donkey Kong – The original platform game featuring a simplified Mario (his first ever appearance!) on a building site dodging barrels and oil drums. Soon to be released on the Game Boy! Controlled by a joystick and a fire button.

Battlezone – A wonderful vector graphics (as used on the Star Wars arcade machine) treat with see-through tanks and perspectivised flying saucers. Controlled by two joysticks with fire buttons on top.

Centipede – One of the most frantic arcade games ever. A horizontal shoot 'em up with a difference – your shooter could squirm its way up the screen. Available on the Game Boy. Controlled with a track ball and a fire button.

Millipede – A later, more complex version of the above with vastly improved graphics. The control system was the same but with optional autofire.



Punter LOVE

The original Pac Man machine, featuring the four ghosts Blinky, Pinky, Inky and Clyde always seemed to have a louder speaker than all the others in the arcade. This inevitably attracted a healthy crowd of onlookers who couldn't help but criticise when you lost a life. The fear of 'death' and the nightmare of being chased through a maze combined with the aforementioned loudness gave rise to a gamesplaying experience that transcends the feeling garnered from playing bland modern day arcade games. The Game Boy version of Ms Pac Man, the sequel to Pac Man, uses exactly the same mazes and tunes as seen and heard in the arcades of over a decade ago.

GB Action's Art Editor, Marc Keating, swears that if a Game Boy version of Space Invaders is ever released, then he'll buy a brand new Game Boy just to play Space Invaders on. Next month's GB Action features a full review of Nintendo's Ms Pac Man. Donkey Kong's the next 'oldie' to be released by Nintendo. I can't wait. The retro revival starts here. ALEX

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suspension, wings and
transmission)

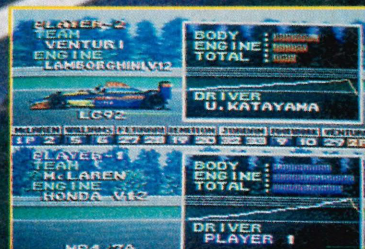
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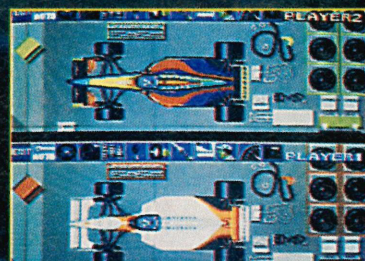
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perfect race



The famous track at Monaco has
many chicanes and a tunnel as
shown by the dotted lines



Customize your car's features to
suit course conditions



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and GameBoy (up to 4 players can
play on the GameBoy if you own a
4 player adaptor)

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Nintendo



**F1
FORMULA
WORLD
CHAMPIONSHIP**



The Guyver is one mean momma. Check out the effects of The Guyver in the startling piccy below.

MANGA NIPPON NIGHT

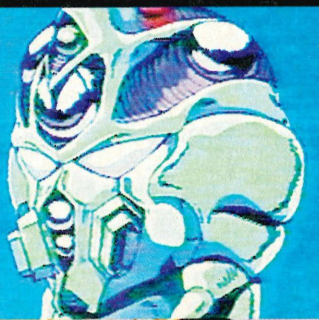
Manga makes a return with a review of the latest releases. The Guyver begins a 12 episode battle and Battle Angel Alita and Gunhed also take the stage.

Andy Sharp flexes his muscles and opens his mind to view the latest offerings from Japan's weird world of animated madness. Will GB Action's Manga expert ever be the same again? Only time will tell.

GUNHED

Unlike other Manga releases, this has no animation in it whatsoever. This is an actual film with special effects and actors. As with a couple of other recent Manga releases it's doing a small cinema tour of the country until the middle of May.

The Guyver is one tough chap but looks decidedly dodgy don't you think?



A smash hit in its native Japan in 1989, this futuristic action movie takes place in 21st century. As you'd expect, things have changed a fair bit and robots are practically running the planet for the humans.

Chiron 5, the biggest and most powerful computer on Earth, realises it's strengths and declares war on the entire world.

A Gunhed is an unmanned robot with one hell of an impressive range of firepower. Unfortunately, on the 373rd day of the battle, the final Gunhed is destroyed. This leaves the remaining humans to surrender to Chiron 5's power. Thirteen years later the battle begins over again.

The job of extracting Chiron 5's computer chips is now down to a group of treasure hunters led by a bloke named Brooklyn. This bunch of amateurs are quickly wiped out with the exception of Brooklyn. He in turn meets Nim, who's trailing a group of biodroids responsible for stealing some precious ore from the Dallas institute. After some more battling they're both saved by a couple of children who have managed to survive alone since the war.



With the help of these kids, the last Gunhed is found and somehow repaired. The only chance for these people is to destroy Chiron 5. The battle for supremacy is about to begin.

BATTLE ANGEL ALITA

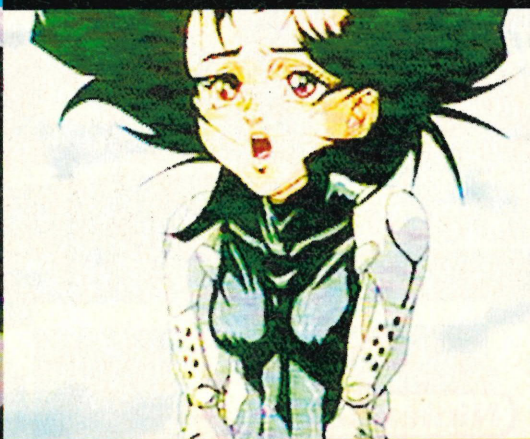
Originally created as a cyber-action graphic series titled Gunnm, now the best selling manga title over in Japan, Battle Angel Alita is about to be let loose in the UK.

Influences on this latest release include Mad Max and Blade Runner so it will come as no surprise to find that this flick is set some time in the near future.

Unfortunately, not many people paint a pretty picture of the future and this is no exception. The world appears to be a vast junkyard filled with the mechanical trash left behind by a wasteful human race.

One fella working amidst the debris is the cybernetic scientist Dr. Ido. Things begin to take shape when he locates a living cyborg and rebuilds her. Alita is the name he gives her.

Once this cyborg is up and running again, she has no memory of her past. As time progresses her extraordinary powers re-emerge as she enters the dangerous and violent world of the hunter-warriors.



MANGA

AN MARE

The Battle Angel Alita may not look like much but she packs one hell of a punch. This is an excellent way to spend a spare hour.



Certificate: 15 RRP: £10.99 Release Date: 11/4

THE GUYVER

Be sure to get a hefty stock of pop corn when you finally get to view this offering in its entirety. Luckily, that will be a fair way away as this is the first of twelve episodes of The Guyver.

The Guyver is actually the ultimate weapon. When activated it mingles into human form whereby the receiver will be transformed into part man, part machine with more power than your average napalm shower. The first 30 minute chapter sets things in motion with the Guyver units being stolen from the Chronos Corporation in Japan. Unfortunately for young Sho he accidentally triggers the control unit and becomes the Guyver. From here on in it's a brawl between the Guyver and various Bio-Morphic Zoanoids controlled by Chronos. Maybe a little more will be revealed in the future episodes.

Inside the sleeve of this video there's the first part of a comic strip called Hellkatt by Tony Luke and Alan Grant, the only British comic artists to be published in Japan. **Certificate: 15 RRP: £5.99 Release date: 11/4**



Coming SOON

Next month sees more Manga madness unleashed on us poor fools. Look for further chapters in the Guyver series and the continuation of the Hellkat cartoon strips. Crying Freeman should be back in the near future so keep your eyes peeled for our in depth review of everybody's favourite macho man. How many more tattooed followers can he get? Expect more releases from Kiseki Films in the near future also.

The Gigolo has been released recently. A 45 minute romp through a young man's adventure to win the sports car of his dreams. Chock full of violence and intrigue everything isn't as it seems. Even the main female character turns out to be a hit woman. We may yet manage to get the first couple of chapters of Return Of The Overfiend reviewed. We did make the promise to everyone a couple of months ago. We always try to be true to our word in every aspect. Thanks must go to each and every person who has written in supporting GB Action's regular Manga features. It looks like it'll be around for some time to come. Hope you enjoyed this month's reviews.



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TIPS &

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Game Genie and Action
Replay codes and part three
of our complete guide to
Jurassic Park

GUIDES

Here's a tip if you want more hints, share your own cheats with everyone else. Send your best bits to: Tips & Guides, GB Action, Europa House, Adlington Park, Macclesfield SK10 4NP.

Mega Man III

Wai Chung has kindly sent in these codes to get to the bosses in this Mega Man escapade.

Shadow Man: A0, C0, C1, C3, D3
Spark Man: B1, C0, C3, D2, D3
Gemini Man: A0, A1, A3, B0, C0
Snake Man: A1, B0, B1, C1, D1
Giant Suzy: A2, B1, B2, C0, B2
Skull Man: B0, B1, C2, D0, D3
Drill Man: A1, B2, C2, D0, D3
Dust Man: A0, A3, B0, B3, D2
Dive Man: A0, B0, B2, C1, C2

To defeat the punk charge up your mega blaster and slide or jump when he comes at you, then repeat to finish him off.

To defeat Wily's machine, stay at the left and shoot his eyes like mad when he comes down. Avoid his shots too! (Sound advice!).

Defeat Wily with the weapon you received from defeating the punk and whack the Doc's head.

Best of the Best Championship Karate

Chief ninja and budding Bruce Lee, Nick, has found these codes to help you on your way to butt-kicking glory.

For 99% resistance, 99% strength, 99% reflexes, all the trophies and three Kumate fighters left to battle select the Load option and enter the code N0S541PHK.

For all the above but with just one Kumate fighter left use the code N0S543PHM.

Nick also suggests selection 3 for fighting moves. Follow his advice!

Bubble Bobble

Matthew Allen of Herne Bay has been quite busy getting some level codes down on paper. Here's a selection of the fruits of his labour.

Level 10: XGL1
Level 50: 1GLF
Level 100: KGLD
Level 150: 1GTF
Level 200: KGTD



Mega Man

Matthew's also been busy on the first instalment of this long running saga.

Enter A2, A3, B4, C3, C2 to get to the last level with all the weapons. The order of baddies should be Elecman, Iceman, Fireman, Cutman.

Castle Quest

Here's a few more codes to help along the path to world domination.

6. P21CH	11. P21R
7. B2RR6	12. M1NG4
8. PL5M	13. P1P161
9. L2M4N	14. K3W3
10. L3M2	15. L3CH22

Teenage Mutant Ninja Turtles III: Radical Rescue

Dirsin Heclou of Bofeenau, Co. Mayo has a quick way of getting to face Shredder and the gang at the end of this

radical rescue mission.

Enter the password 1HHHHH0. Make sure you have an extra life before facing these baddies 'cos they're dead tough.

Who Framed Roger Rabbit

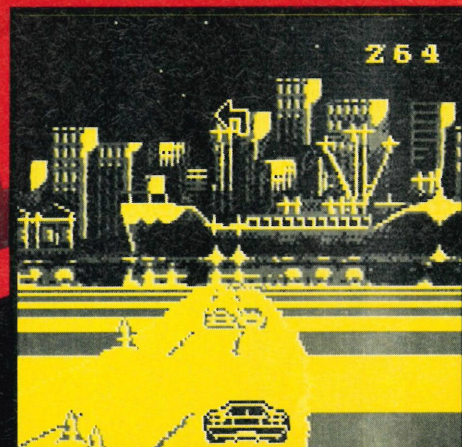
To skip the first scene type in this password: DLT3QYBY. You should find yourself outside Valiant's office.

Lamborghini American Challenge

When entering the code, stop the second to last letter on F. Press Select, B and up. When the letter X appears you'll get loads and loads of cash.

Try these codes from Lawrence Payne of Glasgow and see what happens:

4CA839F3A854827B00
488FB9F3A8554000B6
4AC007F3A855478FCD
48AEAAF3A8550301098



ACTION PLAYERS GUIDE

Never again will you have to set foot in the Park with the final part of Andy's guide. Hurrah!

Key



Egg



Avoid bombs



Ammo



Access card



Energy



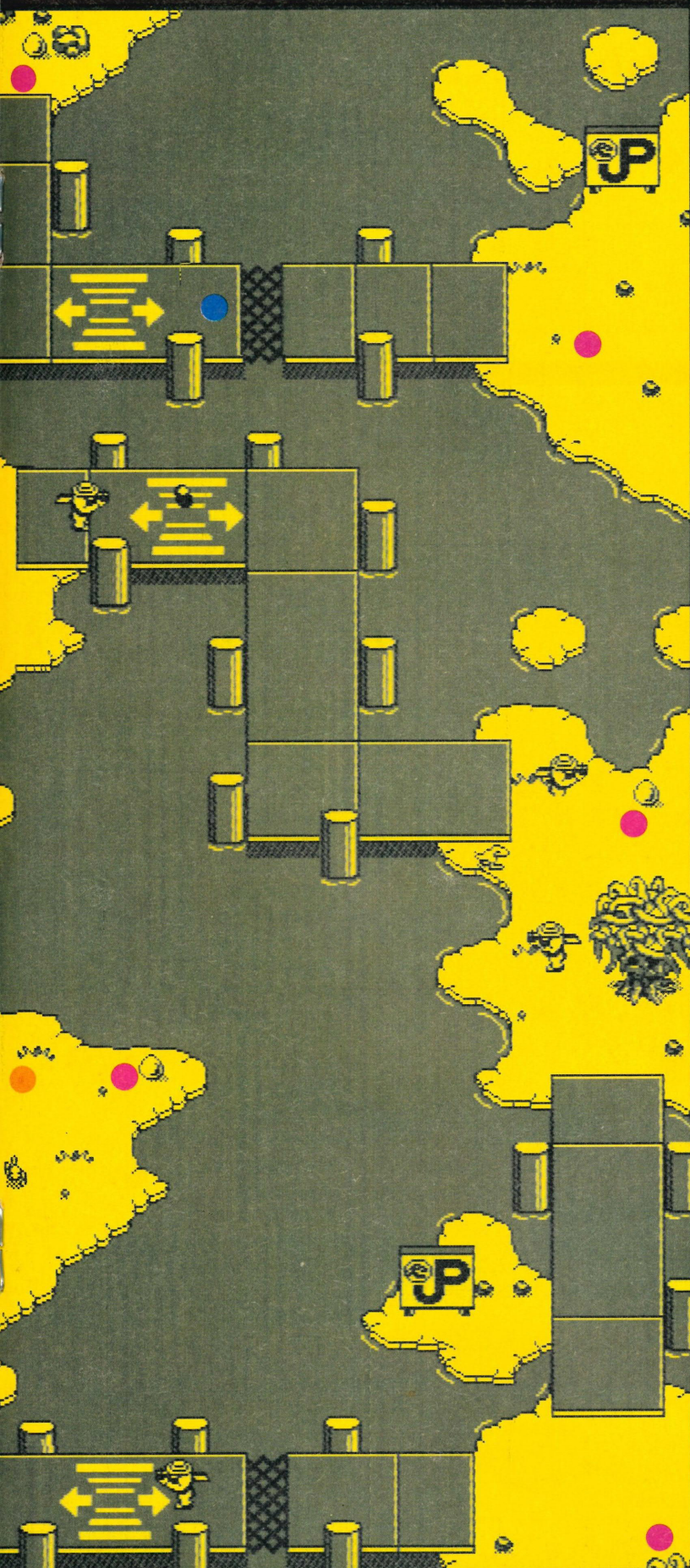
Invincibility



Relatively simple to complete. Starting at the top right corner you'll have to avoid the jumping fish and destroy all of the eggs before exiting to the ship anchored just off the bottom left of the screen.

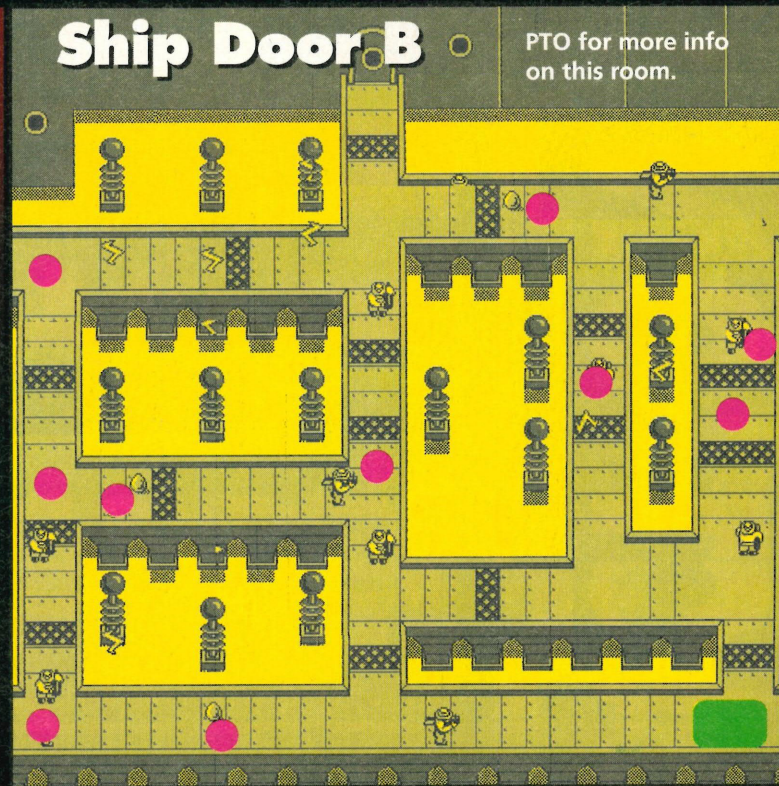
Level Five

JURASSIC PARK

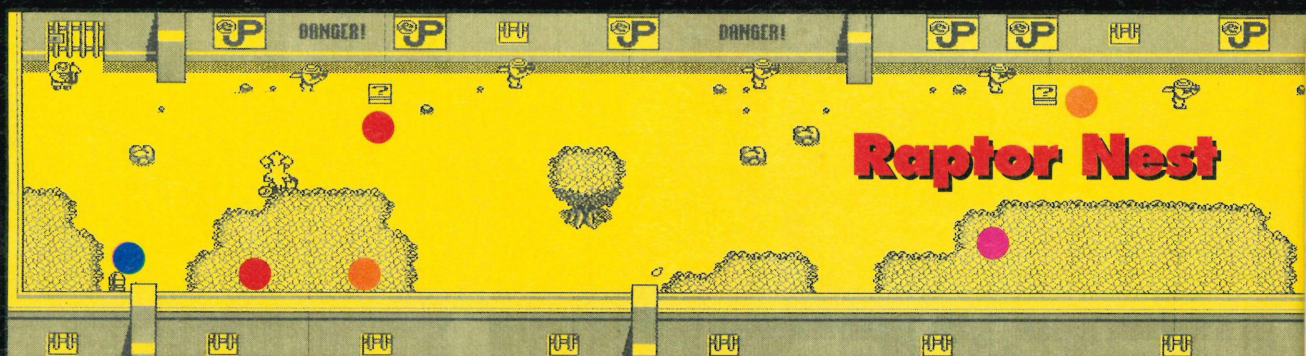
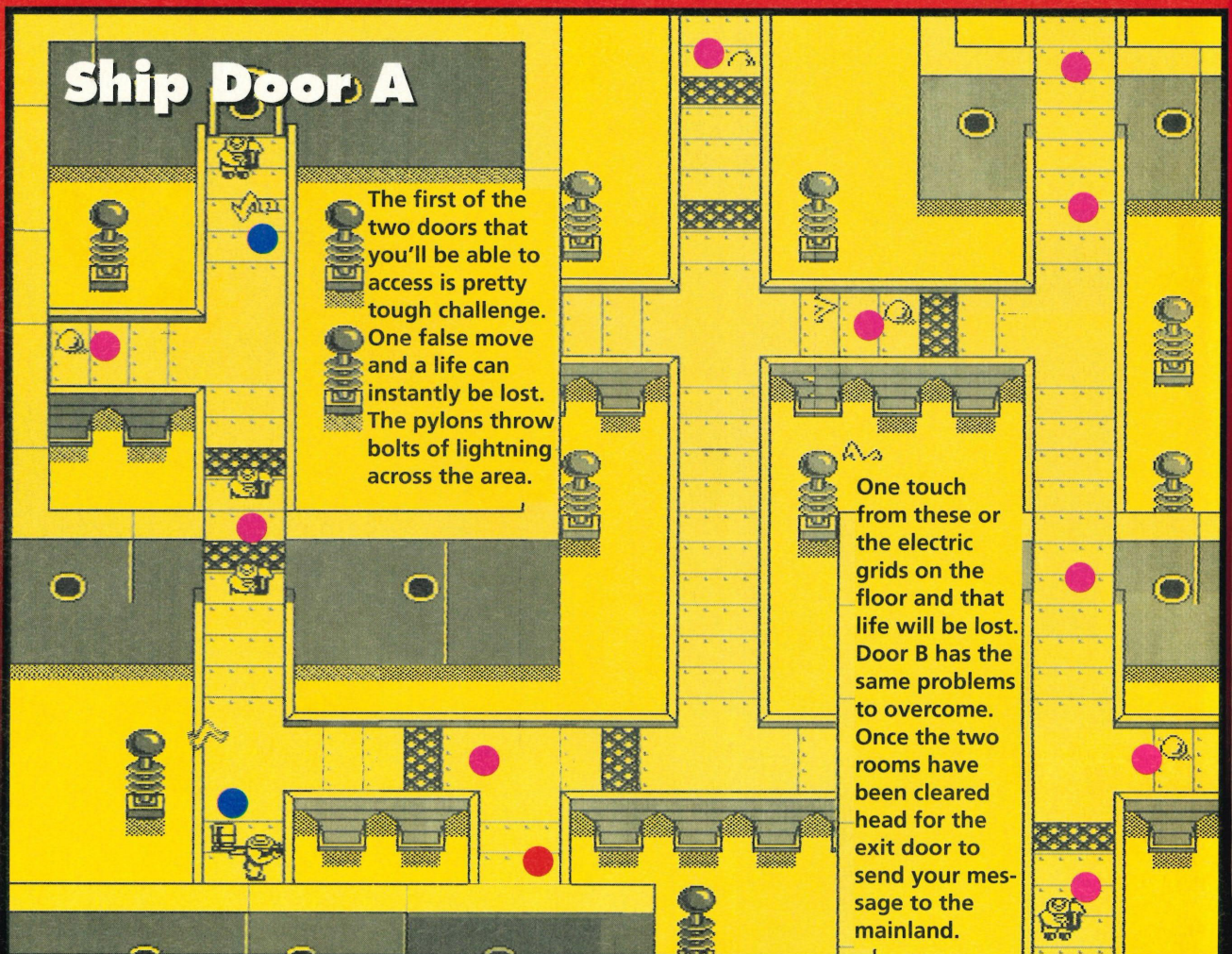
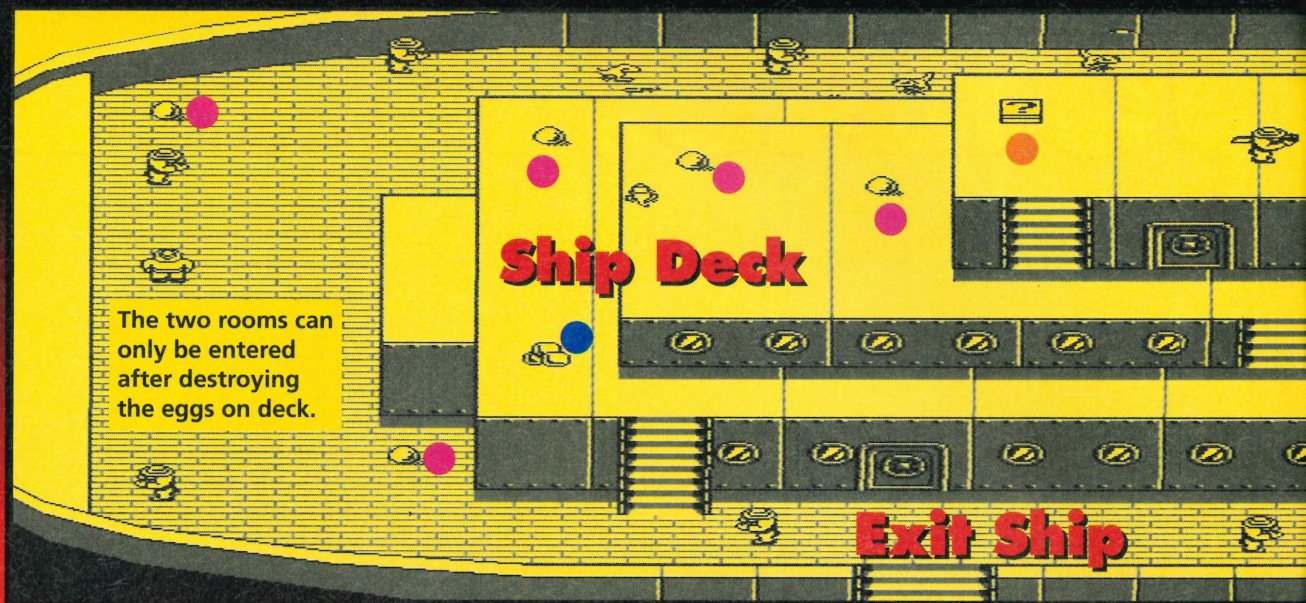


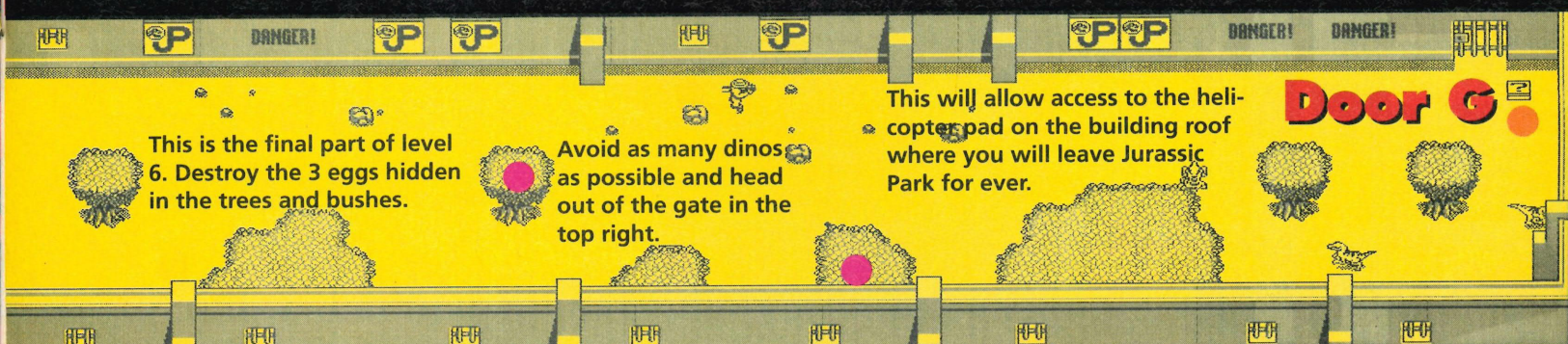
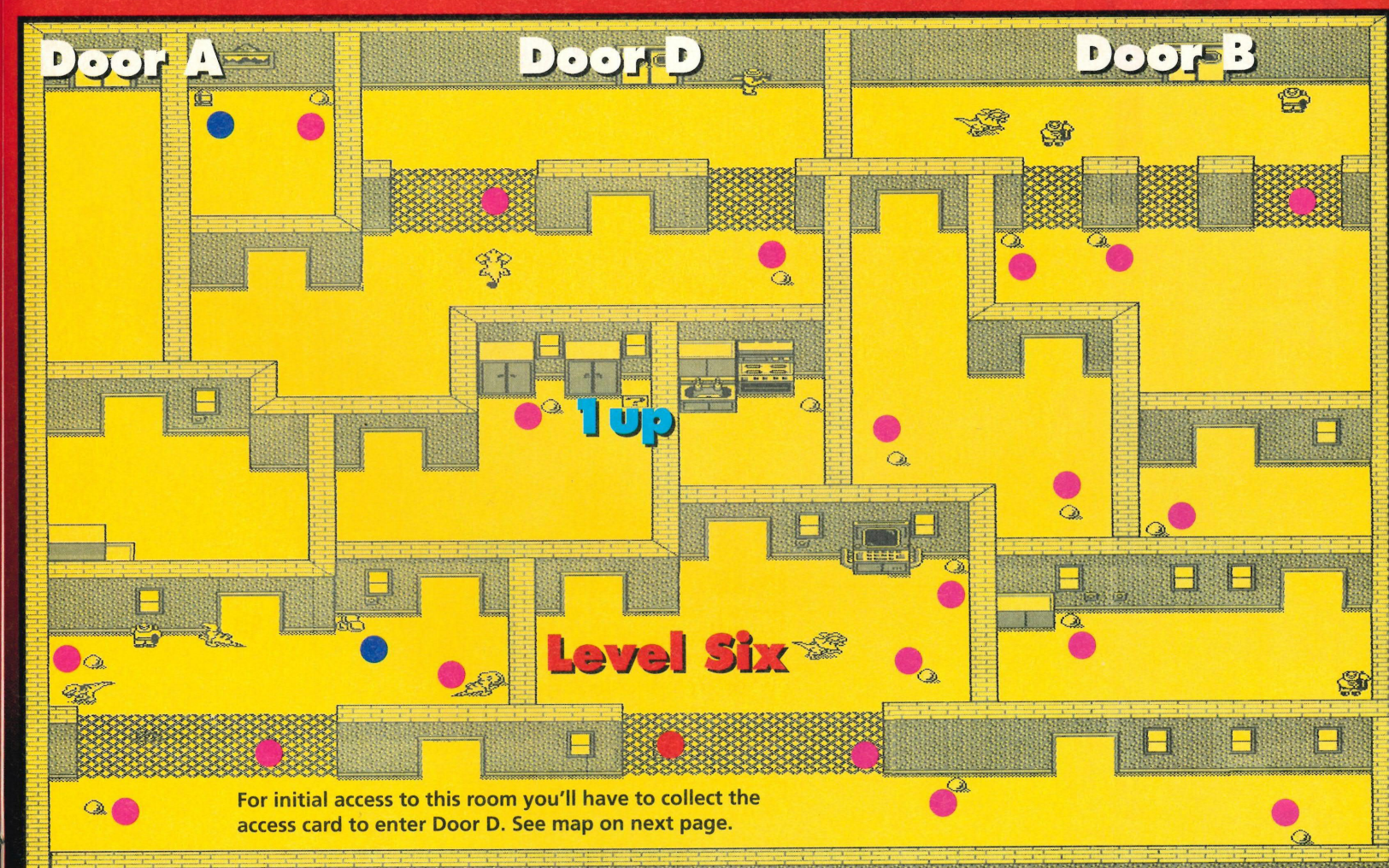
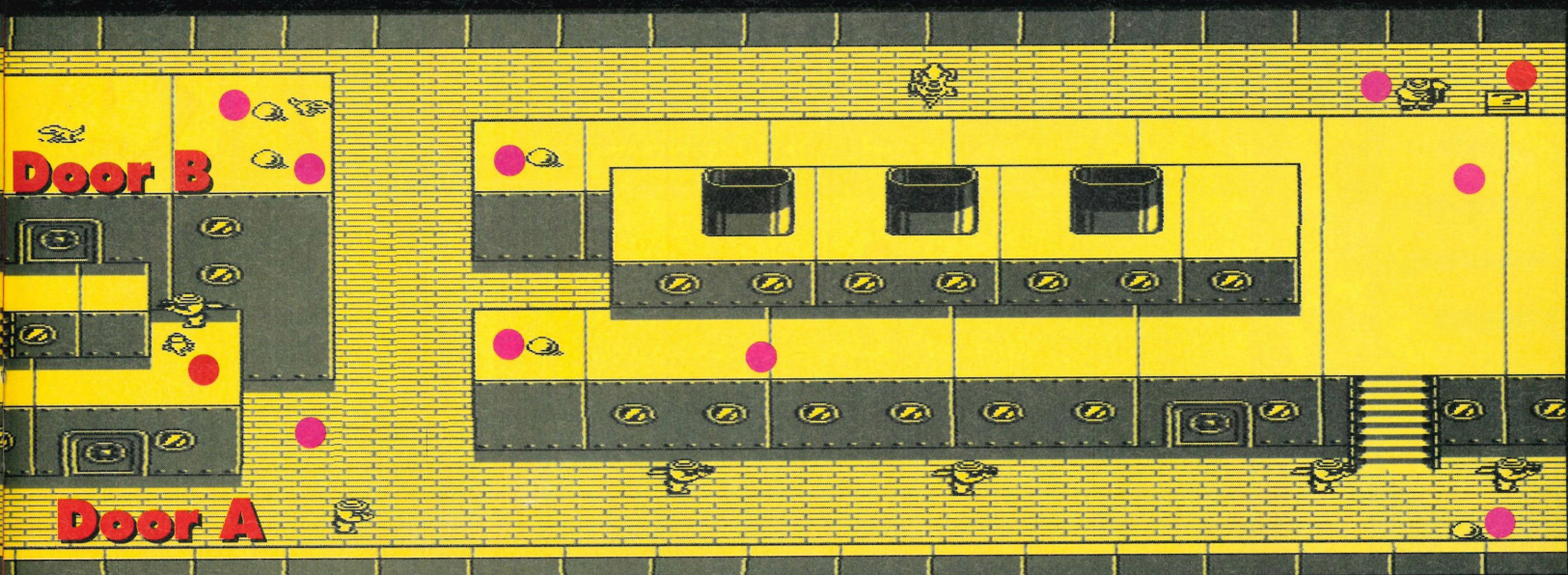
Ship Door B

PTO for more info on this room.



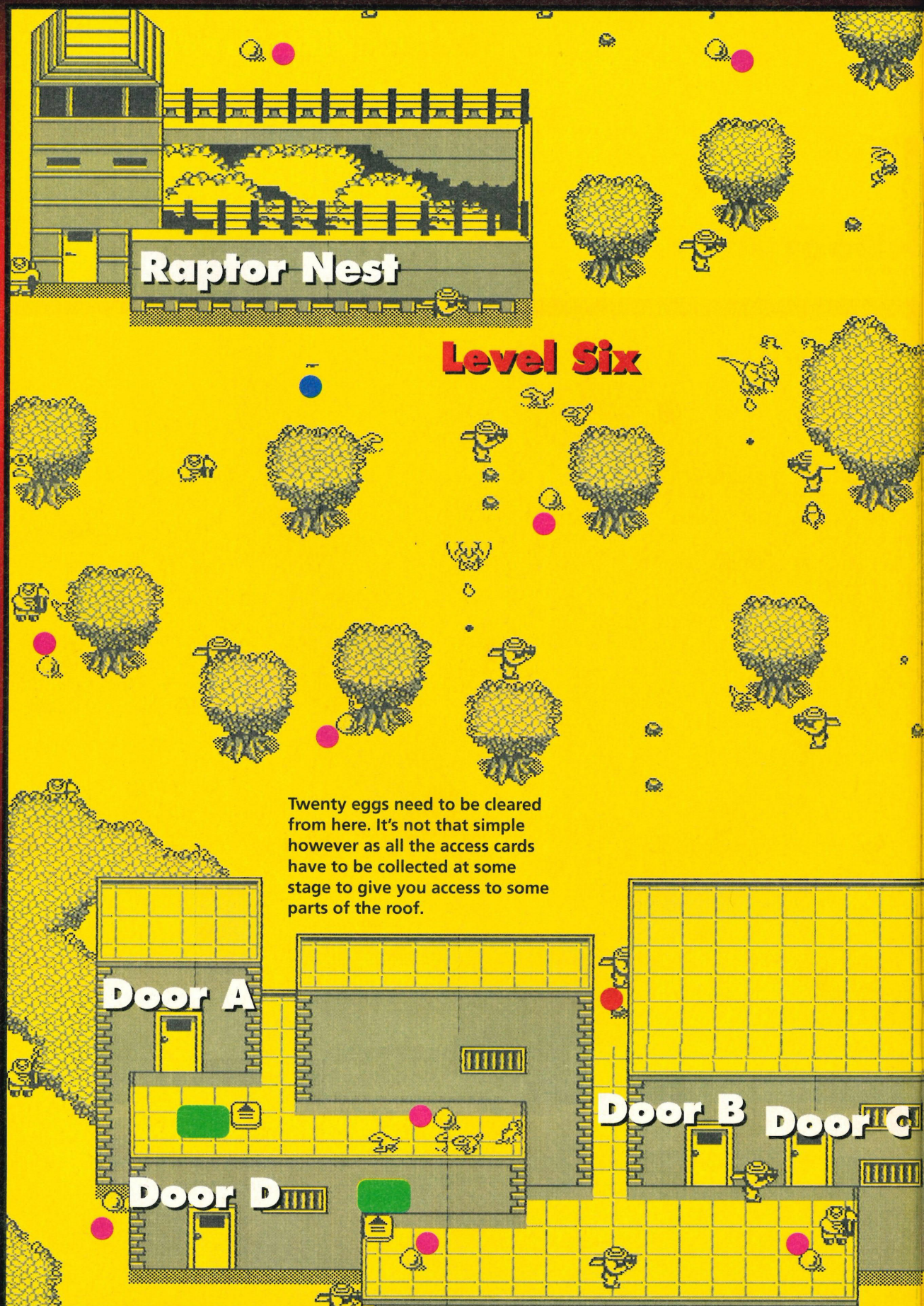
ACTION PLAYERS GUIDE



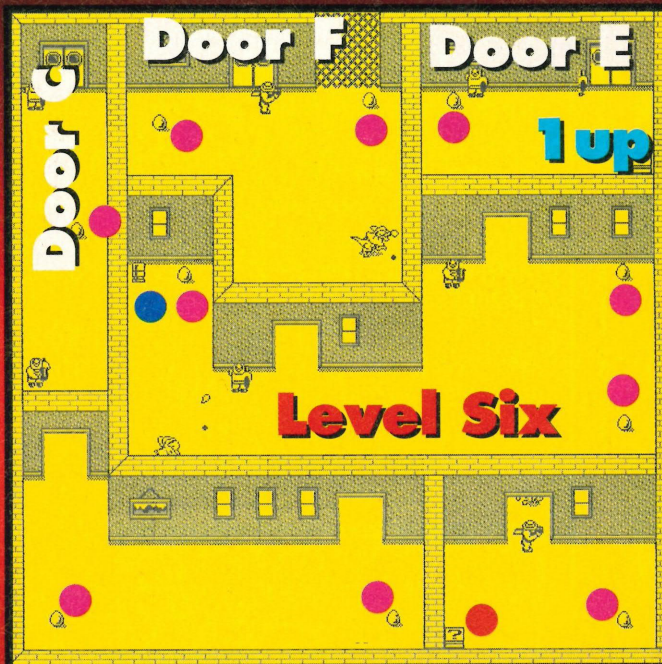
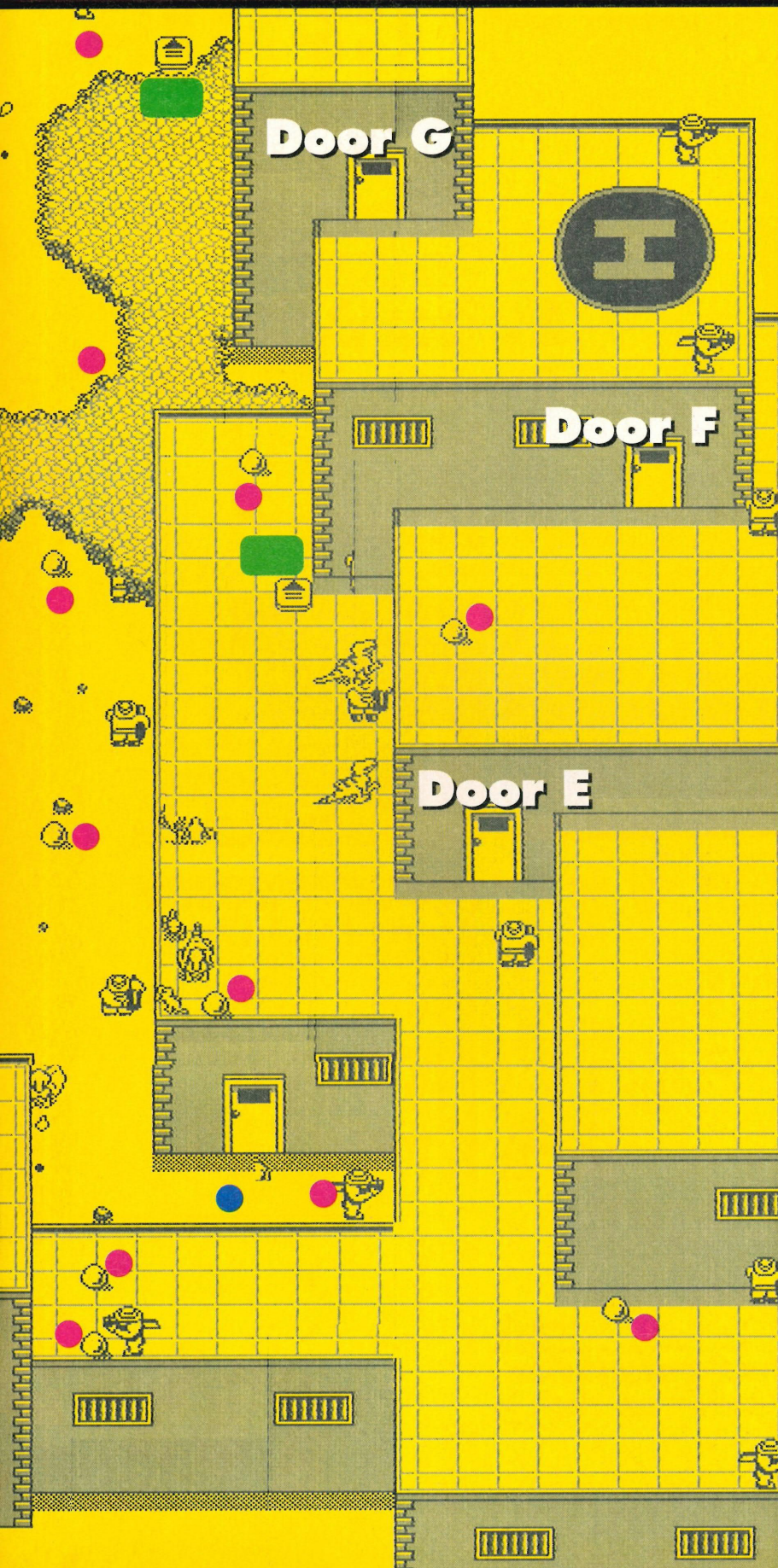
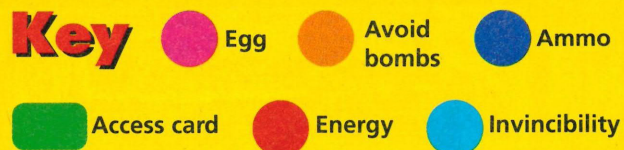


I've bought the last three issues of GB Action and took them on holiday to Hong Kong so I could pick up some good, cheap games!

JURASSIC

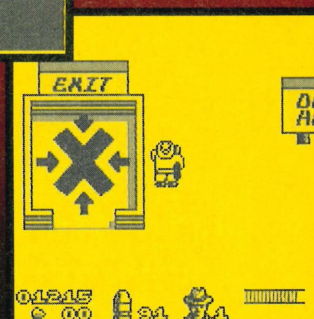


JURASSIC PARK



At last! The final message you thought you'd never see!

If you step through this mysterious portal at the end, will you be privy to the world's finest end sequence or will something even more fascinating happen? There's only one way to find out...



in RETRO REVIEWED IN ISSUE 18

Huge levels and simple gameplay make Jurassic Park as awesome a challenge as it is a movie. Unfortunately it does become a little tedious with the long levels involving blasting the dino eggs. Having no password option means that to complete this you'll have to play straight through.

85%

Pro REPLAY

Kirby's Pinball Land

Casey Duke's been busy in the Californian sun to bring these codes: 0203B0C0 - Infinite lives.

Mega Man IV

020334DF - Infinite lives.

Bubble Bobble 2

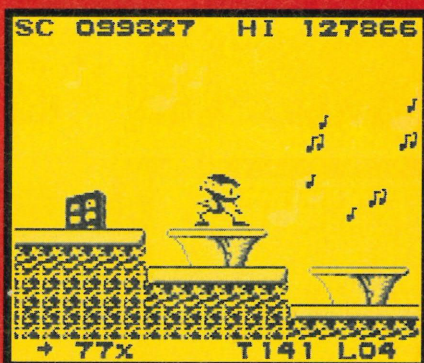
010206CE - Infinite lives.

Garfield

0CE339C3 - Infinite time.

Zool

0C07E3FF - Infinite energy.



Pinball Dreams

Courtesy of Paul Martin from Wokingham comes these handy codes. 030161D1 - Infinite Balls.

Bart Simpson's Escape from Camp Deadly

010298C9 - Infinite energy.

Tazmania

Thanks to Philip Evans from Blaenau Ffestiniog for the following codes. 0203B5D3 - Infinite lives. 0828BAD3 - Infinite spin.

Popeye 2

020376DD - Infinite lives. 0CAAFFDD - Infinite time.

Mortal Kombat

Sebastian Vondenhoff from Holland has sent us this curious code for the huge selling beat 'em up. 03FD40D6 - This has you playing Sonya but the name shows Johnny Cage. So he can make an appearance but in drag - what a woman!

GAME GENIE

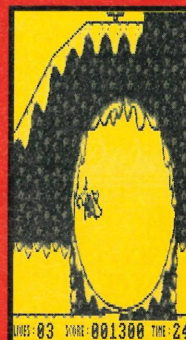
Mystic Quest

32E 6B9 E62 - Start with stamina, power etc. values on fifty. Also sets A.P and D.P values at 54. FAE 3FC 4C1 - Infinite hit points.

Speedy Gonzales

Enter one of the codes 1 - 5, select the password option and then enter 500999. Now begin in the zone of your choice.

1. 014 5A9 F72 + 004 5B9 A28 Mexico Zone.
2. 024 5A9 F72 + 004 5B9 A28 Forest Zone.
3. 034 5A9 F72 + 004 5B9 A28 Desert Zone.
4. 044 5A9 F72 + 004 5B9 A28 County Zone.
5. 054 5A9 F72 + 004 5B9 A28 Cheese Island.



Spider-Man 3

01E 3AD B3A - Shoot only one baddie to clear a level. FA7 ECE 4C1 - Infinite energy. FA8 25E 4C1 - Infinite lives. FA7 6FD 4C1 - Infinite time.

Kirby's Pinball Land

Thanks to Casey Duke, resident of Los Angeles in the US of A, we've a handy code for Kirby's Pinball. ABC 4C9 - Go right to the main boss.

Dr Franken II

Thanks to the chaps at Hornby Hobbies for these: FA2 D8C 4C1 - Infinite energy. FA9 80F 4C1 - Infinite lives.

Or if you really don't want to play the game fully try: 3D3 A6A 5D4 - To complete the game by answering the door!

Goal!

00A DAB 19A - Computer cannot score. 225 5BA C46 - Player 2 has a mega kick.

Tennis

030 9CD F76 - Win 3 games to win set. 031 9AD E66 - 3 points to win game.

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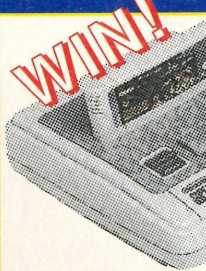
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Neil, Doug and Chris pose most willingly with the guys from Twilight Software, the team developing Yogi Bear.



SF2 And Elite are perfectly possible on the 'Boy claim Neil and Doug Holmes. So who are these superheroes? Rob Smith and Ian Lynch launched an investigation.

DO IT YOUR

A SF2 rip-off on the Game Boy is quite easy to do. You've got 40 sprites to use on the Game Boy. Each character takes up 18, which leaves four left for your fireballs etc." so says Neil Holmes, and what about Elite? "oh yes, it's just a wire-frame but it's quite an easy conversion." So why on earth hasn't a publisher gone ahead and converted it then? "Well, we haven't got a name in the Industry, have we?" is the simple truth.

Which leads us to the point of the story here, Neil and Doug, along with converting classics have also designed the largest game ever to fit on the specs of the Game Boy, called Countermove, and they can't get a publisher. Nuts isn't it?

Still, everyone has to start somewhere and Neil and Doug's story started with a SAM Coupe, the failed successor to the Spectrum (hold back the sniggers). Say you've played the few SAM games available and you're a bit fed up with the lack of quality and variety. What do you do?

Well, if you're Neil Holmes you set about teaching yourself the machine code language Z80 and design your own games. But surely this isn't too easy, how long did it take?

Neil says 'About three months, with a few phone calls to Chris [programmer at Twilight Software]. There was me and another guy learning. He'd done a bit of code before and we'd done Basic stuff so just bounced ideas off each other. If you know Basic then it's quite simple to progress'. Sounds it!

So was it a case of spending every waking moment poring over the manuals, trying out the different processes?

Neil admits that a lot of spare time was spent into this learning but not 10 hours a day or anything so intense. 'I'd just write a demo and then just start experimenting and playing around'. It all sounds so easy.

After working with partner Doug Holmes, the graphics man and no relation, for about a year and a half on the SAM stuff it became apparent that this work wasn't really going to lead anywhere. Regardless, Neil and Doug kept going simply because there was nothing else they could do. 'I'd done bits of 68000 [another programming style] on the Amiga' said Neil 'but not enough to make anything happen. Fortunately most languages are basically the same. If you can programme in one it's quite easy to adapt to others'.

What now? You've got games on a machine

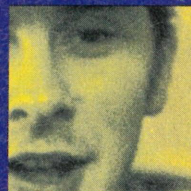
which nobody wants, a talent for games design and enterprise in wanting to make something happen. What can you do to make progress?

Neil takes up the story. 'The games for the SAM were getting nowhere since there were only about 10 users! We wondered what machine we could do games for and decided on the Game Boy. Then we made a few enquiries about PC's, prices and how to get hold of a development kit. We knew Chris through the work we'd done on the SAM and he got us the address for 21st Century Entertainment.'

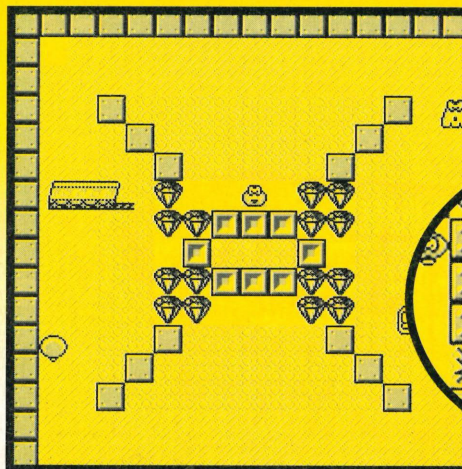
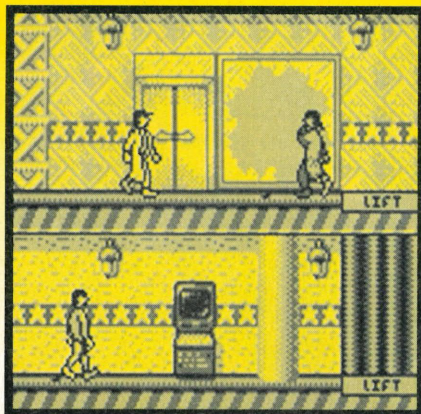
Of course all this hardware does not come cheap. Talking hard cash we asked Neil exactly what this whole process had cost them.

'The PC cost us about £850, just a standard 386. Then the actual development kit cost £1000. This covered the box itself, the adaptor which links the Game Boy to the PC and the software.'

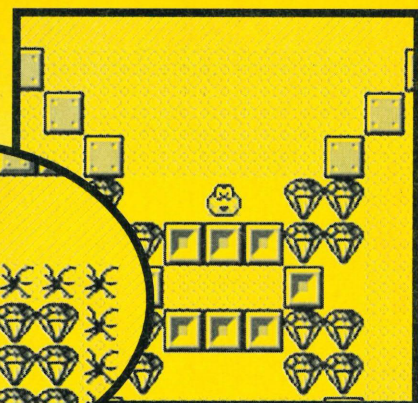
'There's also a second card in there for debugging. This gets the Game Boy to send signals back to the PC so we can see what's happening. You can buy the bits separately though. The box costs £400, software £400, adaptor £100, plus VAT.'



HOMework



Far Left: Countermove has 32 frames of animation for the character sprites.



Above and left: In Nigel you must collect lots and lots of lovely diamonds. Dead cute.

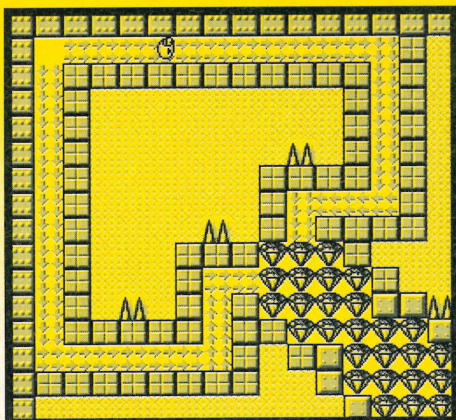
SELF

Impossibly EASY

Development kits, without this little box of tricks you can't programme games for the 'Boy. Getting hold of these little black boxes though is something which has eluded most amateur programmers. Y'see Nintendo have their own 'official' development kit which you simply can't get, no matter how much you bang on their doors and howl about the number of millions your game will sell. However, Steve

Marsden, Managing Director of software house Spidersoft, designed his own and it is this which is available from 21st Century. But the problems don't end even if you get the development kit. What's missing now is the manual telling you how the Game Boy works and how to programme it. Fortunately for Neil and Doug some bright spark, who shall remain anonymous, had reverse engineered the Game Boy, an extremely difficult and skilled process, and put the information on a bulletin board for anyone to use. Neil and Doug recognised their opportunity, downloaded the info and used it to get up and running in the design stakes. It's all pretty simple really eh?

Below: Nigel has the handy option of following the arrows to victory. Simple eh?



DO IT YOURSELF



Wow! Neil and Doug are now aged 19 and 20 but began this project a couple of years ago. They were obviously in need of some financial support to get this whole thing up and running. How did this come about?

'We came to visit Rob [programmer of Yogi Bear on the Game Boy] and were thinking of doing stuff for the SNES, or anything to get away from the SAM... I was coming up to my A levels so something needed to be sorted out. So, we sat down one night, came up with the idea for Countermove and said "Right, let's do it". Then we had a chat with our parents and they agreed to lend us the money to buy the equipment.'

Sounds easy enough with understanding parents but this kind of project requires serious financial backing. Neil and Doug, or Apex Design as they were to become, obviously had right ingredients of talent, initiative and responsibility to follow the project through.

So to Countermove, a combination of Another World, Flashback and Syndicate which sees the hero of the game, you in other words, trapped in a sealed apartment block after a nuclear war. No-one knows what it's like outside, everyone is kept inside by huge corporations who seek to control the new world, using the old "it's good for you" line.

But blending into this backdrop are rumours that outside everything has morphed back to normal and the corporate bosses are living the high-life outside in the country. Quite naturally you feel you'd like a piece of this lifestyle and, starting off as a glorified gopher but armed with the ambition of 20, set off to backstab and assassinate your way up the corporate ranks.

Sounds intriguing doesn't it? The really amazing bit is the map size. Co-designer Neil reckons that, depending on how you rig it up, the map can be up to 16000 times the size of the screen. Zelda's Koholint Island is only 256 times for heavens sake. How on earth did you manage that? "It uses a very clever map routine" was all Neil and Doug would say.

Having such a large area to stroll around has other advantages, as Doug and Neil are quick to point out, "you don't have to work your way up the corporation ladder, if you don't want to - you

have the freedom to do what you want. If you don't want to do a mission then you can just wander around. If you want to change Corporations then you can do just that."

These corporations won't let you stroll away if they're so bent on power? "yeah, if you defect, people from other corporations come after you, trying to kill you". So why on earth hasn't anyone snapped it up?

"We managed to get a full demo up and running in time for the winter ECTS with full map and character animation. Working ten hours a day we managed to put the game engine together" says Neil.

'We took it to the show, went to some people and said "What do you think of this?". We talked to various companies who said "Yeah, it's great, we really like this, we'll get back to you".'

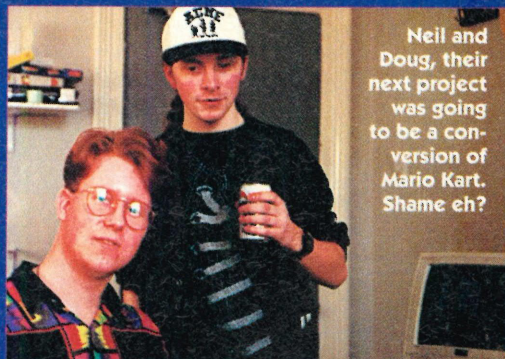
Encouraged by the companies' response Neil and Doug waited for the calls... and waited... and waited. After not hearing anything they started to phone up the various companies.

Deflated but not discouraged they set about work on another game, a puzzler called Nigel. Having played the game I can honestly say that it's excellent. How does nine level parallax

scrolling sound for starters?

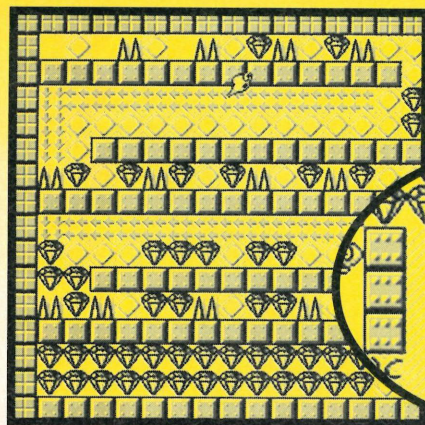
Neil and Doug have designed games for games players rather than using standard formulas or on the back of movie licences. These original ideas deserve a wider audience and need a publisher to take a risk with talent rather than the publisher who replied "tie it in with a movie licence and come back to us".

Their imagination and hard work hasn't been wasted. Twilight Software obviously recognise talent when they see it. They've snapped up Neil, and Doug has been approached by Codemasters.

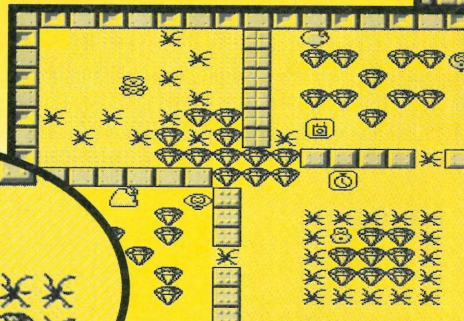


Neil and Doug, their next project was going to be a conversion of Mario Kart. Shame eh?

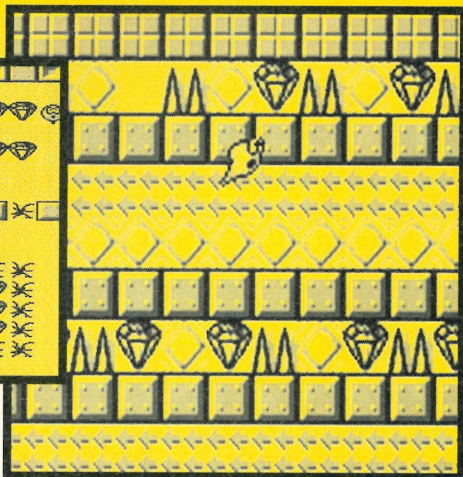
MAKING PLANS FOR NIGEL



Nigel, like Countermove, doesn't have a publisher as yet, but who knows?



I know it looks like a basic maze game but it's surprisingly addictive when you play it.



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CAN YOU WIN T



INTERACT FOOTBA

Last month saw the launch of GB Action magazine's very own World Cup Interactive Football competition sponsored by US Gold. Here's the second exciting instalment!

A

lready the entries are flooding in and several Carling Premiership football clubs including Sheffield United, Norwich City and Tottenham Hotspur have been in touch.

This month, the GB Action kids reveal their choice of goalkeepers and back fours. Next month we'll show you what the pros think and there'll also be another chance for the people who missed last month's instalment to send in their defensive selections.

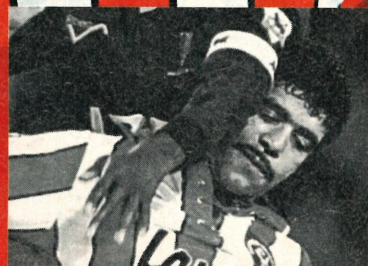
Check out the list below for some suggestions for your all-important midfield and forward line. As England won the World Cup in 1966 with a 4-3-3 formation, that is the line up that you must choose. In other words, pick three midfielders and three forwards to complete your all-time World Cup XI.

In case you don't know what on earth's going on, the sender of the best World Cup XI wins loads of official USA World Cup '94 merchandise courtesy of top software house US Gold. We'll decide whose XI is the winner - it's up to you to tell us why you picked each player.

If we're struggling with our decision, we'll have a look at the teams the pros have picked and compare them to yours. There'll also be a special prize for the most unusual, creative or hilarious team name.

Remember, if space permits, we'll print as many of your entries as we possibly can.

CHRIS KAMARA THE FIRST-CELEBRITY BACK FOUR!



Chris Kamara of Sheffield United Known affectionately by Sheffield United fans as 'Lionel' after top pop star Lionel Richie, this experienced, tough tackling midfielder knows all about competing at the highest level. Chris is the proud Dad of Game Boy-mad sons Ben and Jack. Here are his selections and comments.

BACK FOUR:

Carlos Alberto (Brazil) - Captain of Brazil's dream team of 1970.

Paul Breitner (West Germany) - Steel - and class to go with it.

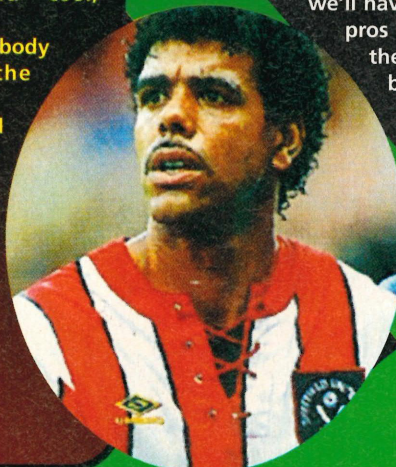
Centre Halfs:

Franz Beckenbauer (West Germany) - Could have played in any era - cool, calm and collected.

Bobby Moore (England) - Nobody in the world could read the game better than Bobby.

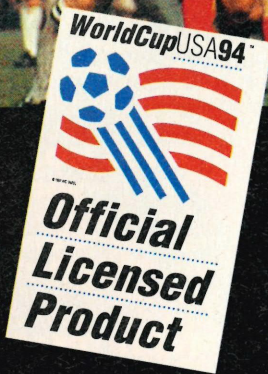
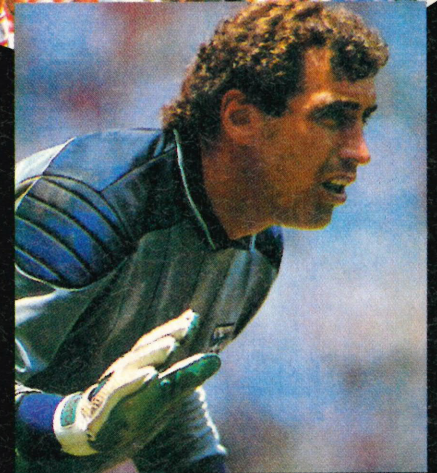
'A lot of your readers will probably not have seen any of these players but let me assure them, in my opinion, these players could really play!'

Hard tackling Chris was born in Middlesbrough, which isn't that far from Sunderland, Hartlepool and Darlington - all places with professional footy teams.



THE WORLD CUP?

IVE ALL



knows all about competing at the highest level. Chris is the proud Dad of Game Boy-mad sons Ben and Jack. Here are his selection

MIDFIELDERS

Glen Hoddle, Bryan Robson, Paul Gascoigne, Bobby Charlton (all England), Graeme Souness (Scotland), Ossie Ardiles (Argentina), Jozsef Bozsik (Hungary), Paul Breitner, Wolfgang Overath, Gunter Netzer (all West Germany), Kazimierz Deyna (Poland), Didi, Socrates (both Brazil), Ruud Gullit (Holland), Josef Masopust (Czechoslovakia), Igor Netto (USSR), Michel Platini (France), Allan Simonsen (Denmark).

FORWARDS

Geoff Hurst, Jimmy Greaves, Gary Lineker (all England), Kenny Dalglish (Scotland), George Best (Northern Ireland), Pele (Brazil), Johann Cruyff, Dennis Bergkamp (both Holland), Gerd Muller, Karl Heinz Rummenigge (both West Germany), Diego Maradona, Mario Kempes, Leopoldo Luque (all Argentina), Paulo Rossi, Roberto Baggio, Salvatore Schillacci (all Italy), Mark Hughes, Dean Saunders, Ryan Giggs (all Wales).

GB ACTION DEFENCES

Alex Lee - *There's A Circus*
Goalkeeper: Gordon Banks
Full Backs: Ray Wilson, George Cohen
Centre Halfs: Franz Beckenbauer, Bobby Moore
'I've chosen four of England's victorious 1966 back five. I'd have picked Jack Charlton as well but I've never forgiven him for managing Eire even though he's done an excellent job.'

Andy Sharp - *Of The Wa!*
Goalkeeper: Peter Schmeichel
Full Backs: Danny McGrain, Stuart Pearce
Centre Halfs: Bobby Moore, Gordon McQueen
'A couple of Manchester United greats had to get in. Schmeichel's the best 'keeper in the country at the moment. The rest are totally solid and reliable - players you can count on. Just like me!'

Check out some of your own entries next month along with some more from the stars!

INTERACTIVE FOOTBALL

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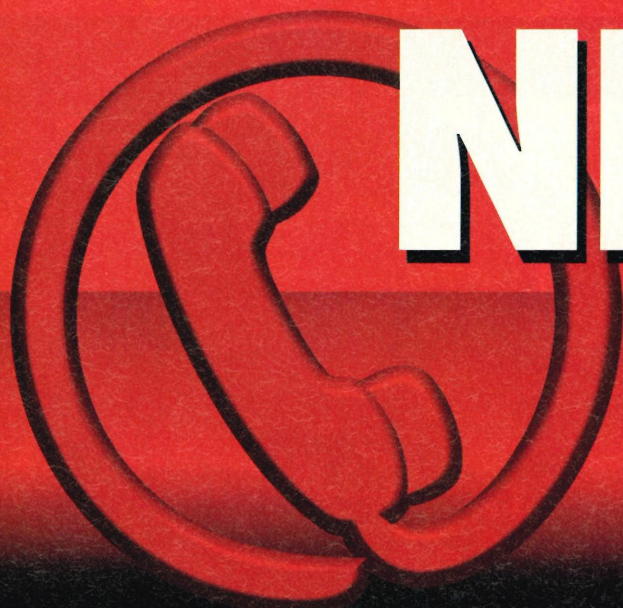
Team name _____

Goalkeeper _____

Full Backs _____

Centre Halfs _____

Closing date 20 April, no correspondence will be entered into.



NINTENDO

With as many hints, tips and cheats as these, courtesy of the Nintendo Hotline, it's hard to understand how anyone could fail to breeze through their favourite Game Boy games.

This month, Zelda is still the flavour. Enjoy the solutions to the toughest problems right here.

Q) I've got the Yoshi doll in Zelda - Links Awakening, what do I do with it now, and then what do I do?

A) Firstly, take a look at the map on the right hand page. Now find mushroom at F1 and take to witch's house G6, get Yoshi doll at L4. Then take Yoshi doll to I13 and get the ribbon. Take the ribbon to K2 and get meat. Pick up the meat from O4 and get bananas.

Take the bananas to H12 and get monkey stick. Take the monkey stick to I8 and get Honeycomb. Take honeycomb to chef at M14 and get pineapple. Take the pineapple to B10 and get the Hibiscus plant. Carry the Hibiscus plant to M14 and pick up the letter for Mr Write.

Take letter to Mr Write at D1 and pick up the broom. Take broom to M14 and get hook. Take the hook under the bridge at O11 and get necklace. Take the necklace to M10

and get scale. Take the scale to the statue at O10 and get magnifying glass and with that read the book in library at L1. Push the weather vein up for two seconds and get the rooster. You can also swap an item for the boomerang at P5 and swop back later on. There are more bombs at A5 and more arrows at P10 (Fire rod punters only).

SECRET EXITS

COURSE NO. 3

From where exit is just jump up and right to locate secret exit.

COURSE NO. 8

Look for coins in arrow shape, use flying helmet and locate ledge above the arrow.

COURSE NO. 15

Go right to end, hit switch block. Then go back left, past exit and there is now a stairway going upwards - go up to secret exit.

COURSE NO. 16

Go through first door and jump up underneath the coin in top right cor-

ner to make a block appear. Jump on block and leap up and right through the ceiling to locate the secret exit.

COURSE NO. 23

At end of level, when on lost rollercoaster, wait until the Rollercoaster nearly hits the lava then jump onto lower level and bounce up to the secret exit.

SECRET TREASURES

COURSE NO. 3

From skull, go right (must have Dragon Helmet) until second block. Burn to make key appear. Go back with key to keyhole.

COURSE NO. 9

From where key is go left to where single cracked block is. Smash block and push upwards to go in secret door - here is keyhole.

COURSE NO. 11

Go through and smash all blocks until a door is revealed. Go through door and get flying helmet and fly up to top left. Get key, throw over

to top right and fly there to put key in keyholes.

COURSE NO. 18

From skull door - go right to next door and hit switch block. Exit door and climb stairs to get key.

COURSE NO. 16.

Get key from first block. Go right with key to second set of four cracked rocks. Break rocks to reveal door go through to key hole.

COURSE NO. 20

Run right away from Lava Wall. Hit second to last block to get key, then run right into door. When out of the door climb up ladder to Skull Door.

COURSE NO. 24

From start go right and through door. Go up ladder and follow tunnel until you get to the switch block. Hit block then enter door to left. Swim to top right and hit block to get key. Then return to the start.

COURSE NO. 26

Jump on block to the left of second door, then jump up to make another block appear, jump on that, then jump up and right to locate secret ledge above screen. Go right through door, then continue right and jump, smash top right set of blocks to reveal door and jump up and through door. In room hit switch block, exit room then swim upwards into room with key.

COURSE NO. 34

Climb to the top of the tree and hit block near the exit to get key. Go back down ladder into tree then swim to top right enter door then climb ladder to get to skull door.

COURSE 37

Just before first door after halfway marker, there is a block. Hit block to get key then walk right along bot-

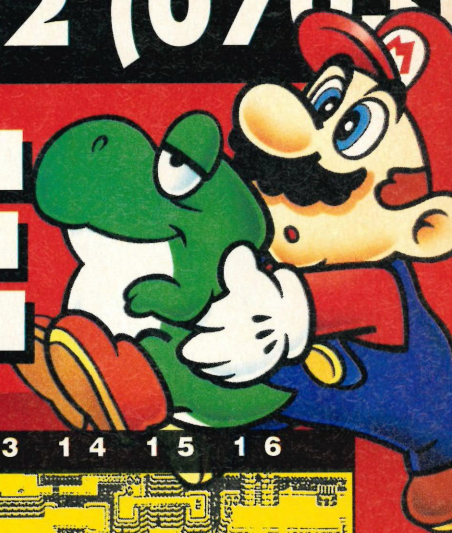


NINTENDO KIDS

Once again, the Nintendo kids have been busy at hunting out cheats, tips and generally helpful stuff. So what have they come up with? They've got a nice little collection of secret treasures, secret exits, how to defeat the bosses and what to do with the Yoshi doll in Zelda - Link's Awakening.

) 652222 (0703) 652222 (0703)

HOTLINE



tom level and through the wall to skull door.

COURSE 31

From start go down first ladder then go right (you must be big). Smash blocks to reveal two further blocks, one has key on it. Go right to the end then double back left a bit and fall down thin pit. Walk left to the skull key.

END BOSSES

RICE BEACH

Big Turtle with spiky helmet:
Wait for him to jump up, then jump up and hit his bottom. Then when he goes into his shell and goes upwards jump up onto the non-spiky bit of him. Hit three times to kill him.

MOUNT TEAPOT

Minotaur.
Best bet - go in as Wario with a helmet, hit minotaur until stunned then throw him into Lava - he will then die.

SHERBET LAND

Big Penguin
Jump on head then move to one side and dash in back. Repeat three times. Must be helmeted Wario.

STOVE CANYON

Big Face
Dodge tongue then pick up bogies that come from his nose and throw them at him three times.

SS TEACUP

Big Bird
Jump on little birds and throw at his head three times.

PARSLEY WOODS

Ghost
Jump on little ghost then pick up and throw at Big Ghost three times.

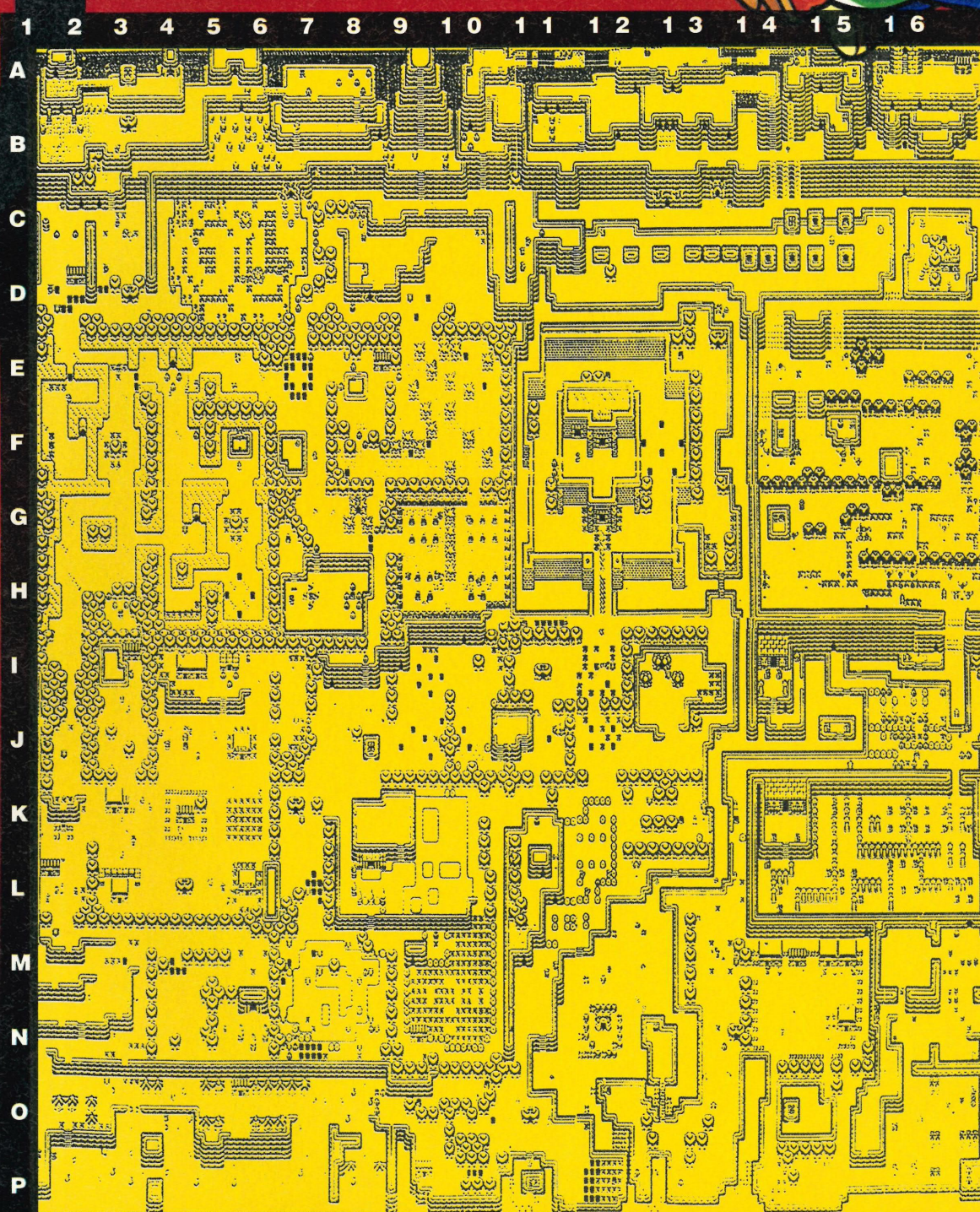
SYRUP CASTLE

Last Boss - Genie
Pick up the lamp and throw it around. If it lands correctly, a cloud will appear.

Jump on cloud, as it raises, jump onto Genie's head. When he wiggles his fingers two fireballs will come out, jump over them.

You must stomp on the Genie's head six times.

That's all folks!





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WRITE HERE WRITE NOW

Welcome to the all-new letters pages! The wall from Off The Wall has been demolished, but the rubble is going to a charitable cause.

It's not easy

Dear GB Action,

I think that your magazine is brilliant and I have tried making one myself. If there's anyone out there who is thinking of making one and selling it I'd just like to tell them to think about it first. It's very hard work and if you give up you may go bankrupt sending all the money back.

Raoul Dawda (ex editor of Hyper Talk), Coventry

In view of last months 'Fanzine Frenzy' feature this seemed an apt reminder of exactly how difficult it can be to put a mag together.

Congratulations Raoul on giving it a go and commiserations on it not going exactly to plan. Would-be editors beware: it ain't all fun and roses but don't worry, the likelihood of going bankrupt is very remote!

If you're committed, and you have to be, go for it!

Decisions, decisions

Dear GB Action,

Whenever I buy a Game Boy game I always read the back of the box but I find it a bit misleading because they advertise them as a great game but usually turn out to be totally rubbish. So far I have bought two good games out of six. The good ones are Tiny Toons 2 and Kirby's Dream Land. I know you can't review and preview every game everywhere, I just want to know how to choose good games.

David Butler, Edinburgh

The simple answer David is to read GB Action every month. We are here to assess the games which are going to appear on the shelves and then rate them. TT2 and

Kirby's got 88% and 89% respectively so were obviously good choices to buy. Just keep informed by following the experts!

Tetris lives on

Dear GB Action,

I am writing to ask if you could please tell me the highest ever score recorded for Tetris.

I have been playing nearly every day for two and a half years and my highest score is 458,758 (level 20).

I would like to know if this is considered to be a good score or should I go on to play another game?

Also is there such a thing as a Tetris competition?

Carolyn Ferrari (Mrs), Stoke Poges

Well, Mrs Ferrari, we had a bit of a Tetris challenge back in issues 12 to 14. The highest recorded score then was about 278000, some way short of your total. How many lines did you complete in your epic score?

More Tetris

Dear GB Action,

In issue no. 23 you stated and I quote 'Tetris 2 is now actually available in the US of A, but is deemed unsuitable for British consumption. In other words, Nintendo don't reckon it's good enough for us.' I would like to point out that a few pages further on Console Plus is advertising Tetris 2 for sale at £23.99, it is also for sale at our local Argos store for £24.99 and has been since the end of January. What was the idea of this misinformation? Just to test whether your readers actually read everything in the

While there are no plans to hold a Tetris tournament, our very own Alex would certainly be in with a shout in a two player contest. Feel free to let us know your top scores. Can you complete the Game B challenge on level nine, five high? If you can, tell us what kind of rocket takes off into the skies (we already know by the way thanks to our smart-ass Editor)!

Will any game ever have Tetris's endearing appeal?

Easy peasy

Dear GB Action,

Firstly, congratulations on an excellent magazine. I want to make a point about the games available on the Game Boy. I have had my 'Boy for six

months now and have played around six games including both Super Mario games, Mortal Kombat, Bart/Camp Deadly and the brilliant Zelda.

None of these illustrious names have taken me over two weeks to complete. Zelda took 12 days but Mortal Kombat just two days. Have any of your readers also experienced this problem? Could you tell me what games are notorious for their difficulty as I would like to try one of these?

magazine? Or maybe you really didn't know that Tetris 2 is here on the UK market! Or is it a case of computer error? HA HA! Anyway, apart from that, I think your magazine is great. Keep on with the good work! All the best from an 'oldie' GB user.

KS Bell (Mrs), Ely

I've just spoken to Nintendo and it won't be out officially in Britain until August at the earliest. The Tetris 2 you've seen is on import. So, Mrs Bell, there wasn't a computer error nor a human one. You won't find an official British Tetris 2 anywhere because there isn't one yet.



P.S. Pit Fighter is a lot better than 33%! (Don't call me crazy but it is).
Richard Gay, Faversham

Well, "Crazy", try Batman: Return Of The Joker if you want a real challenge or Spiderman's 2 and 3.

We couldn't call you "Crazy" for thinking Pit Fighter is any good, just a little 'judgementally challenged' to use some politically correct jargon!

Down Under

Dear GB Action,

If you want to have a laugh when you are playing the brilliant game Zelda, then seeing the 'revenge of the chickens' is a must! Believe it or not, I'm talking about the chickens you will find in the village.

Yes, those innocent looking things that cluck and run when you hit them! Well anyway, how you do it.

Try and corner a chicken in the gap between the house and its fence. Then go against all fairness and moralities and start slashing it to bits with your sword.

If you do this for long enough you will suddenly find that loads of chickens appear on all sides of the screen and will start zooming across it.

They'll finish you off in no time so my advice is to get out of there and never touch another chicken again!

That'll teach all those vicious hooligans (like me!) to try that again! By the way, can you buy GB Action down under? I am moving to Australia in July so I need to know whether I'll ever see the mag again?

John Beynon, Leicester

Thanks for that insight into gratuitous violence within Game Boy games. Just don't try and repeat your feat in real life!

GB Action is available in Australia, but don't expect the issues to be as up to date as the ones you see in England.

Most illuminating

Dear GB Action,

Please tell me or do a feature on the best illuminating accessories for the Game Boy. I have found that that the magnifier on the Light Boy reflects too much background light. If you do a feature, please consider: size, durability, battery consumption, price and the 'evenness' of illumination.

Douglas Ayling, Claygate

The next time we do an accessories feature, Douglas, we'll take your points into consideration. When the next time will be, however, is open to debate. If there's anyone else with top feature ideas like Douglas, why not write in and share them with us. It'll certainly brighten up our lives.

Nosey parker

Dear GB Action,

I have been wondering whether to write to you, so as you can see I decided to. Could you please tell me how you actually got a job, working for the mag. I think that I would enjoy working for GB Action, especially on the reviews and the Buyers Guide. I am only 14, so I have no choice at the moment.

If I ever did though, I would have to consider a few things:

- 1) How long do you play on the Game Boys?
- 2) Do you earn a decent amount of money?

I have two suggestions to maybe improve the mag:

- 1) Don't include Manga reviews.
- 2) Include prices in the Buyers Guide.

Keep up the good work!

P.S. Does the Star Letter win a prize?

Matthew Worman, Norfolk

To get a job working on GB Action, we all had to undergo a really tough selection process. We were flown to Hawaii in a private jet and had to sit on a beach all day.

The next thing we knew, a selection committee consisting of Anneliese out of Neighbours, Anita out of 2Unlimited and C.J. out of Baywatch picked us all as they considered us to be tough, brave, handsome and generally quite smart and ream.

When we're not on holiday abroad (which is most of the time) we play each game for about two days as it only takes us half an hour to complete even the hardest of games.

We all earn absolutely stacks of money. In fact, if our wages were broken down into pound coins and put in a pile, it would reach the moon.

We have to include Manga reviews because Anneliese, Anita and C.J. told us so.

We can't include prices because they vary from shop to shop and all we'd get would be letters saying that some of our prices were wrong. As far as giving a prize to the sender of the Star Letter, it doesn't really apply in your case because your letter isn't all that good really.

**WRITE HERE
WRITE NOW**

**GB Action,
Europa House,
Adlington Park,
Macclesfield,
SK10 4NP**

**STAR
LETTER**

Zelda - the sequel

Dear GB Action,

Just recently, I bought the Legend Of Zelda, Link's Awakening on the Game Boy and, using your mind blowingly excellent guide, I have just this minute completed it for the second time. What I want to know is will a second Zelda be coming out on the Game Boy?

I know you can't just dream up another one overnight but is there any possible hint that Nintendo might be planning one for the future? As there are already three or four on the SNES and the NES, I don't think that another one on the Game Boy would go astray. Thanks once again for the infinitely helpful guide.

P.S. I think that I have found out the first part of a cheat on Zelda. I noticed that in the instruction book they had put their name in as Zelda and they had started the game with ten hearts. I entered my name as Zelda and some strange music started to play. If anyone could find out if this is a cheat could you write in?

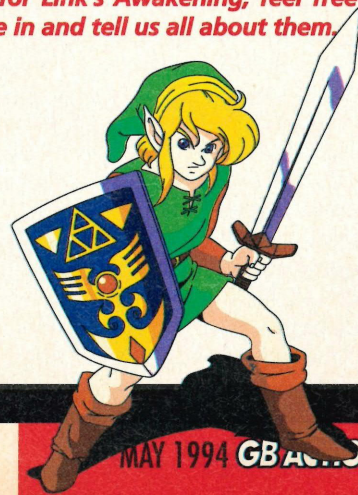
Mark Andrews, Warwickshire

Nintendo are renowned for their astuteness and it wouldn't surprise me at all if they were to release another Zelda on the Game Boy.

Sales figures on the 'Boy version have so far been phenomenal. As you mentioned, the versions available on the NES and SNES have also proved incredibly popular.

Nintendo are planning to reveal their new product line up very soon and I will be at the official press day so I may have some news for you on the subject next issue.

If anyone else has any hints, tips and cheats for Link's Awakening, feel free to write in and tell us all about them.



ASK DOCTOR ROBERT

**WRITE HERE
WRITE NOW**

**GB Action,
Europa House,
Adlington Park,
Macclesfield,
SK10 4NP**

The Game Boy expert rumoured to be digging your scene, Dr. Robert, is here again to aid the troubled and confused.

ROCKET FUEL

I was playing Tetris, I got up to 134 lines and then they went out of control and I lost. After this a rocket took off. Please tell me what this means.
Amy C. West, Devizes

It simply means that you're a top Tetris player Amy. You probably scored 100000 points which means you won the game. Congratulations.

MAZZA KART CART?

1. Is Mario Kart going to be released on the Game Boy?
2. Is The Humans any good?
Rob Boole, Hednesford

1. Not very likely.
2. This puzzling Lemmings-esque affair scored 87% in issue 16.

ZOOLOGY

Is there a level select for Zool?
Chris Long, Bexhill on Sea

We don't know of any level select but for infinite lives wait for the big picture of Zool to appear and then press up, down, right, left, A, B and Start. Zool should then flash indicating that you have an infinite number of Ninja's with which to escape the planet.

SHE'S GOT A FIDGETT

I've got The Fidgetts (I'd see a doctor about that if I were you - The Doctor). Have you any cheats?
Louise Booth, Sheffield

Very tricky is this little gem from Elite. To reach level six use the passcode: Gameboy, Football, Spring

WHERE HELL NECKLACE?

Where is the mermaid's necklace in Zelda? I need it to get the magnifying glass to find the directions through the Wind Fish. Be precise!
Jeffrey Goslan, Glasgow

In the lower half of the map there's a bridge leading to an island with a lone owl. Under the only bit of bridge not covered by rocks you'll find a fisherman who, in return for the fishing hook, will present you with the necklace. Now get the scale from the mermaid's tail and take that to the mermaid statue. The magnifying glass is now yours. Precise enough!

DEAD DEDEDE

On the last level of Kirby's Dream Land how are you supposed to kill Dedede?
Emma Jenkins, Cardiff

Patience is the key, Emma. Suck in the stars after he's tried to jump on you and fire them back as normal. Dedede just doesn't release many stars, one every six months or so we reckon, so you've got to wait around until he does and then waste him quickly.

DIME BAR

I'm stuck in the Dime Tower in Mystic Quest. The Tower has sunk and I cannot find a way out. How do I get out? Please don't tell me this is the end...
Jim Morrison, Morpeth

Our Mystic Quest expert says "Hmm, don't know how you can get stuck inside" cos he's dead helpful like that. Apparently the Tower only collapses after you've been thrown over the top

by your robot friend. The MQ guru says he can probably help if you can explain your predicament a little further. So write in with a few more details.

SUBSCRIPTIONS

Could you please send me information on buying back issues, please. It is extremely urgent as I'm stuck on a game which you covered in your issues. Also, could we subscribe through you?
Sarah Mohammed, London

Because our cover price is so amazingly low, it is not profitable for us to run a subscription service. However, limited copies of back issue are available at £2 each (including postage and packing) from Database Direct. The number you need is 051 357 1275. Quote the appropriate reference number, which is 41 followed by the issue number (i.e. the reference number for issue 23 is 4123). If the issue you require is in stock, then send a cheque or postal order for the correct amount to Database Direct, PO Box 2, Ellesmere Port L65 3EA. Ask for details about credit card payment if you're interested.

SPECIAL REQUEST

I've written this letter to comment on how good this Game Boy magazine is. But would it be possible to put more maps, tips and cheats of the games and the index in the start of the magazine?

I know there is an index but it only has about four things that says news, reviews, gamebusters, comps and buyers guide. Can you make it a bit more detailed and it would make me much happier. Thank you very much.
Martin Humphreys, Gwynned

Thanks for your suggestions, Martin, but thousands of other readers disagree with you. The vast majority of GB Action readers are happy with the mag's current format. If the contents page was more detailed it would lose its visual impact. We wouldn't want to give everything away in the first few pages. Thanks everyone. Bye for now.

Got a new game? Want to tell the world what you think of it? Here's your chance. Send your reviews to the address below and see your name in lights!

PUBLIC EYE

On The Tiles

Elite



After the introduction of the game Splitz rated 85%, I must set the record straight after such a poor review given to On the Tiles in issue 23.

With 32 picture puzzles, four levels of difficulty and two ways of playing this game, it is far superior to its forerunner Splitz in every way. The pictures of the three games' heroes are graphically excellent, there is just enough time to complete each level and the password facility makes this cart brilliant.

If you want something different from the normal platform romp or shoot 'em up that's suitable for anyone, then this game is a must! Excellent!

Colin Hands, Batley.

92%



The Legend of Zelda

Nintendo

What can I say? Zelda is beautifully presented, with graphics and sound worthy of the excellent SNES version.

The huge island Link is on is littered with caves, shops and dungeons for you to discover.

There are plenty of items for Link to collect or buy and you'll need them if you want to complete all the puzzles and hopefully wake the Wind Fish.

You'll be glad to hear that you can also save your exploits and then carry on with them at a later date.

In my view Zelda gets a well deserved 97%. What's left to say except buy it!

W Lord, Glasgow.

97%

That's all for this month. If you fancy sending us reviews of games, be they good or bad, remember to keep 'em short, keep 'em sweet and try your best to keep 'em neat.

Public Eye,
GB Action,
Europa House,
Adlington Park,
Macclesfield,
SK10 4NP



Nigel Mansell's World Championship Racing

Gremlin

When I first played this game I couldn't believe how realistic it was. There are over 20 different tracks with all kinds of weather. This is easily a brilliant racing sim and I would recommend it to any racing enthusiasts. Your chance to emulate Mansell!

The sound and graphics are excellent and it has great playability. If you ever bought this game expect late nights as you will be glued to your Game Boy for quite some time to come.

Simon Wood, East Grinstead.

93%



Qix

Nintendo

This game doesn't do much for the Game Boy. Actually it's a big shame. I saw the picture on the box and thought, 'This can't be bad.' But I was to be hugely disappointed.

All you do is move a crystal thing around trying to claim 75% of the screen while avoiding the wavy thing called the Qix. The Qix is very unpredictable when it moves and it can be very frustrating when it gets you.

The game has no music and the sound effects are limited and boring. Your character moves slowly when you use the A button, but when you use the B button it manages to move even slower.

If you get this game, you really have to stick at it to get anywhere. The game gets very boring so I'm only going to give it 69%.

Iain Clark, Bracknell.

69%



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BUYERS GUIDE

It's big and it's getting bigger! The GB buyers guide gives you the low-down on hundreds of games. Only the best get a mention here!

PLATFORMS

Addams Family

Ocean

Although graphically this may not be tremendous, it's a fun and challenging game with plenty there for the taking. Competent and cute, it'll appeal to any platform loving fan of the movie. 80%

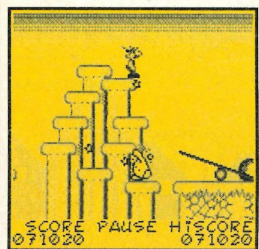
Adventure Island I & II

Hudson Soft

Two playable if not overtly difficult romps taking you around various islands in a bid to find your lost girlfriend. Nothing new on display yet nothing to slate either. 70%

Asterix

Infogrames



A well buckled together and challenging romp through a richly diverse range of lands is what you're getting yourself into with this lively game. Nothing unique about it and very much in the Mario vein, with plenty of finger flexing to set your pulse racing. Tres bon! 82%

Alien 3

Acclaim

The bitch is back in a search and seek out the baddies puzzling extravaganza. Plenty of exploration and maze-like complexities that make for a teasing and very enduring challenge against the Aliens. 90%

Alien vs. Predator

Activision

Two of the meanest big screen monsters are brought together (via comic books) in a seek and destroy action-cum-platform adventure. You play the Predator against a rampaging horde of Aliens. Only the best survive. Fine presentation of sound and graphics with endearing gameplay make this one to look out for. 84%

Balloon Kid

Nintendo

A weird adventure in which you chase balloons over a number of taxing levels. Simple and fun and very cute, there are oodles of hazards to dodge and power-ups to grab. Despite this it's a bit too tedious. 71%

Bart Simpson's Escape from Camp Deadly

Acclaim

A fun and addictive cartoon licence that does Bart justice. In what other game do you get a full-on food fight? With arcadey overtones and lots and lots of challenging layers, this will certainly take some beating. 86%

Batman: Animated Series

Konami

The Dark Knight at his darkest in this fine action adventure. Based on the cartoon series, Batman has to defeat The Joker, The Scarecrow and Mr. Freeze among others. With dark and moody graphics adding to the Gothic style feel this is a top challenge and a must for fans of the series. 89%

Batman

Sunsoft

A platform-cum-shoot'em-up that models itself on the golden Super Mario Land. Batman romps along at a very snappy pace with tons of triggers to

pull on the baddies. No sign of Robin though, which is a little bit of a shame. 80%

Batman: Return of the Joker

Sunsoft

Dead, dead tough but certainly worth plugging away at - this gets old rubber pants' sequel off to a good start. Truly excellent sound effects and well snazzy graphics complement the superb gameplay. Loads of mileage for your hard earned money is assured here. That blinking Joker returns once more! Catch him if you can in this whopping cahllenge! 87%

Bill and Ted's Excellent Game Boy Adventure

Acclaim

A truly excellent game for any bodacious player that'll appeal to everyone. Pretty damn hard but pleasantly so, each stage presents a tip top challenge. Graphics are a touch on the naff side but the gameplay is ace. Bound to keep you air guitaring for ages. 90%

Blues Brothers

Titus

Shades on everyone! Time for a true merry go round of fun and frivolity as you cruise up and down stairways and along pulleys in a desperate search for your missing instruments. Brill music and graphics and a rock solid platform romp around rock 'n' roll land make this a worthy addition to any collection. 90%

Bomb Jack

Infogrames

A very simple but nevertheless addictive arcade conversion in which you boing around the screen destroying countless fused bombs. There are 60 levels to negotiate if you can last the pace that is. 80%

Bubble Bobble

Taito

A stormer of a game. Extremely addictive straight from the word go with over 200 levels and OKish graphics. Packed full of fun but a bit easy. 87%

Bram Stoker's Dracula

Sony / Psygnosis

Does Dracula suck its rivals fresh out of blood or have Sony released a cart that's all bat and no bite? Well, as long as you put it on the hardest level it's pretty good. Some of the crash detection can be a bit dodgy but everything else is good. Not brilliant but pretty good. 85%

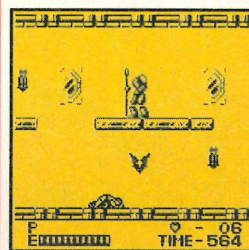
Castelian

Storm

A challenging game that'll stretch your memory and reflexes as you work through seven different towers. The time limit leaves no room for error and it can get annoying at times. 65%

Castlevania 2

Konami



A very enjoyable vampire themed game and one for die hard players to sink their fanged teeth into. It's thankfully much more than just a glorified platform romp as you swing around on ropes and grapple with castle keepers for your life. Vangtastic, well pretty close to it anyway. 86%

Dennis

Ocean

Dennis the menace, American style, is trying to make amends for his numerous misdemeanors. A coin search is the task under-

taken by Dennis to help his neighbour, Mr. Wilson. Neat graphics and simple gameplay make this quite an effective platform romp. 82%

Dragon's Lair

Elite

Incredibly hard but dead dead playable all the same. Graphic detail is stunning as you do anything but roller coaster along collecting hundreds of pieces of a Life Stone. A real stormer of a challenge. 88%

Duck Tales

Capcom

Set over five levels, there's plenty of exploration to get on down to with everyone's fave Disney characters. Although competent, playable and graphically well presented, some find it a little too easy in the long run. Quacktastic? 81%

Duck Tales 2

Capcom

A terrific sequel to the top quality first instalment. A globe trotting Scrooge McDuck has to overcome all manner of cunning devices on the way to another mountain of cash. Great graphics and simple gameplay make it a real delight for each and every fan of the genre. 83%

Edd the Duck

Laserbeam

Set over 12 levels this has all the ingredients of a fun-filled romp yet none of the longevity or class to make it too memorable. Edd's a zippy mover, perhaps too much so at times as sheer momentum rather than skill carries him through some levels. Not bad, but a bit too much like Taz-Mania really. 77%

Felix the Cat

Hudsonsoft

Well, there's cute graphics and a snazzy character capable of changing his garb and means of transport, but at the end of the day all you get is a pretty average platformer that won't last you very long. Very paw. 70%

Jungle Book

Virgin

All the main characters from the film are here in this excellent release from Virgin. An excellent movie licence, whatever next? Yes it's a platform game but lo and behold we all liked it.

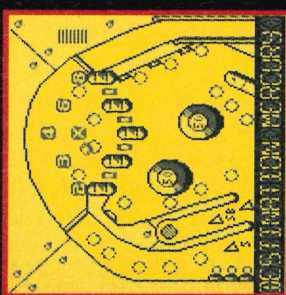
Essential Game Boy Purchases Essential Game Boy Purchases Essential Game B



Pinball Dreams

Gametek

Silver ball action of the slick-est kind. Three competitive tables pack an arcade full of features. An essential purchase for Pinball Wizards, enchanting. Lives up to its name and really is a dream come true. One of the most playable carts. You'll be totally hooked. 92%



Wario Land

Nintendo

It's been a bit of a wait but when he arrived Wario delivered the goods in quite impressive style. While not particularly difficult to complete, Wario's land is full of hidden levels and hidden treasures. Bold graphics and super sonics make helping Wario's search for cash a quite enjoyable one. A top class product. 93%

Lemmings

Ocean

The monochrome Lemmings may lack the cuteness of their console big brothers but the playability is there in full effect. 100 levels will keep you up all night and use up all your spare battery collection. Puzzle players will find a lasting challenge to fall in love with and marry. 95%

Finding a game which looks excellent, plays well and is seriously addictive is pretty difficult to achieve these days. This is one of them. 90%

The Fidgetts

Elite

A mind bendingly difficult puzzle challenge. Guide Frankie and Freddie through some wonderfully detailed sewers to try and reach a ship to the States. Puzzles abound but terrific graphics help make this toughie quite bearable. 91%

The Flintstones

Taito

Yabba-dabba-doo! Well, there's no need to get that excited because this is another stone age platform romp albeit with admittedly excellent graphics. The let-down is that there's no Barney Rubble! 78%

Tom and Jerry: Frantic Antics

High Tech Expressions

Simple, playable platformer featuring the world's most famous enemies as erm...friends. Join Tom on a scooter avoiding fire hydrants and Jerry in a swimming race as they search through a number of quite large levels. Madcap and frantic action make this one worthy of a look. 85%

Home Alone 1 & 2

Toy Headquarters

Two sad films have become even sadder games and complete dross is what you get here. The sprites are shamefully slow and gameplay is more laughable than cute little Master Culk in himself, as you endlessly leg it around. Very poor! 35%

Hook

Ocean

Mixing both flying and beat'em-up sections with the traditional platform thrills, this is a high quality release. Some really great graphics and totally unstoppable gameplay all add up to a near-excellent release. Recommended! 85%

Indiana Jones and The Last Crusade

Ubisoft

The worlds most well known and greatest archaeologist in his finest adventure. Six large and challenging levels follow closely

to the story of the film and provide a great test of skill. The rousing rendition of the theme music helps things along superbly. Very good. 84%

Joe and Mac

Elite

A clobberingly groovy, great platformer that's hard enough to lure even the toughest of gamers into its snare. Cute graphics and chuckalicious antics make for great all round entertainment through nine thudding levels of charm. 89%

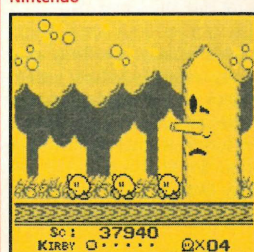
Kid Dracula

Konami

Although it would seem to be aimed at the younger market, the kid does his best to give you a challenge to sink your teeth into. Full of fun and twists, it's jollied along nicely despite the levels being far too short. 84%

Kirby's Dream Land

Nintendo



A gorgeously animated and incredibly cute romp around pixie land. The hero Kirby sucks in baddies, then spits them out around six levels. Although very easy it's got bags and bags of fluffy loveability. In other words buy this game. 89%

Last Action Hero

Sony Imagesoft

Arnie's big budget, big flop vehicle is a decent whack at the action/platform style. Some excellent graphics are combined with some varied gameplay but there are a few problems which don't make this the totally thrilling adventure it could have been. Sloppy presentation in places undermines some of the good things. 80%

Looney Tunes

Sunsoft

A fun and highly enjoyable hike with super sparkling cartoon characters, simply gorgeous

graphics and more than ample variety. It's instantly appealing and engaging but not, unfortunately, too long lasting. 90%

Max

Infogrames

A very barren, very, very short platformer that's forgettable. Max is a cute character but this can't rescue the failing, sluggish and poor gameplay. 60%

McDonaldland

Ocean

A competent enough and quite enjoyable jaunt although it doesn't even try to offer anything new. A bit of a cross really between The Blues Brothers, Mario and a Big Mac. 80%

Mega Man I, II, III & IV

Capcom

Although all four games don't differ much in terms of style or gameplay, the challenge just becomes greater. Mega games for the Game Boy with tons of robotic fury and swiftness combined with endless thrills and spills. Mega! 90%

Parasol Stars

Ocean

Fight through seven levels brolly bashing everything in sight with some fearsome raindrops. Graphics are pukingly cute with ultra-dreamy sprites and you'll need absolutely tons of stamina and concentration to make any headway at all. 76%

Popeye 2

Activision

A darn fine escapade for Popeye the sailor man. He's a fine mover and graphics are clean and not over fussy with plenty of variety through the levels. Modelled blatantly on Mario, it's not as challenging as it could be but there are lots of secret bits to find. 83%

Pop Up

Infogrames

Just bounce a ball from platform to platform, collecting each and every item on the screen. That's it. Some columns are angles, others you'll need keys for before passing through. Very samey and hard. 61%

Prince Of Persia

Mindscape

Silky smooth animation is just the polish on this very sweet

turkish delight of a platform game. With some very difficult problems to get around and lots of lasting appeal it's a more mature adventure. The final levels keep you playing on. 90%

Rodland

Sales Curve

Simply executed and mindless meanie bopping is pleasantly entertaining with a strange charm in this sickeningly cute game. Very repetitive but nevertheless still well worth a play about on. 79%

Speedy Gonzales

Sunsoft

Just what the doctor ordered! A really smart, genuinely fast six levels of unceasing taco-fuelled manic mayhem! Speedy Gonzales exudes death to hedgehogs from every pore as he races across your screen in a bid to rescue his mates. Definitely recommended. 90%

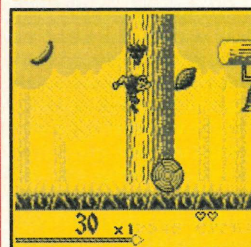
Spider-Man 1, 2 & 3

Acclaim

If you avoid the first game in this series, you'll have a fine web-sling of a time with a beautifully animated Spidey sprite. Levels are richly diverse as the webbed wonder defeats deadly dozens of dastardly foes. Be warned though, Spider-Man 3 is horribly difficult and huge heaps of mind-warping frustration may spoil your fun. 83%

Super Hunchback

Ocean



Addictive gameplay and humorous touches make this one platform game that stands out from the crowd. Rescuing Esmerelda will be a task to cherish for any dedicated platform nut. Almost as good as the ancient arcade game. What more is there to say? 91%

Super James Pond

Ocean

Make it a meatier challenge and

this may well have been a straightforward winner. As it is it certainly invites plenty of exploration with lots of winsome characterisation and graphics, but there just aren't enough baddies to occupy you fully. It's also more than a mite difficult to see what's going on at times on account of the constantly black backgrounds. 80%

Star Wars

Ubisoft

Varied and absorbing. This lasts longer than a Tatoine Winter and is far more fun. With a playably faithful version of the film's event it's a class product, even Obi Wan wouldn't be able to criticise it. May the force be with you — you'll need it! 92%

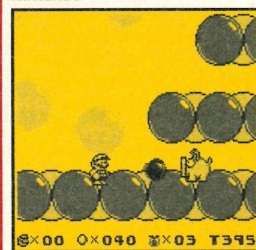
Super Mario Land

Nintendo

Released to coincide with the launch of the Game Boy itself, it may be showing its age in terms of graphic style but you can't take anything away from the absolutely fantastic gameplay. Certainly one to keep coming back to. 92%

Super Mario Land 2

Nintendo



A cuddly and quite exquisite platform caper that absorbs and also expands on its infamous predecessor with distinct worlds to explore and secret rooms to find. The only fault is that the battery back-up makes it far too easy, thus spoiling an otherwise excellent platform game. 90%

Talespin

Capcom

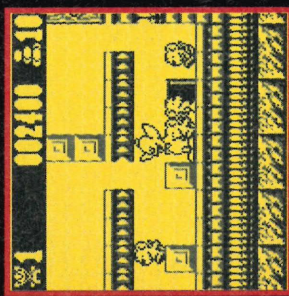
Jolly graphics, chirpy music and some nicely weird scrolling fail to add up to a terribly captivating licence. Still, at least it stars Baloo from The Jungle Book, and you can hum 'Bear Necessities' to yourself while playing it. 73%

Essential Game Boy Purchases

Krusty's Fun House

ACCLAIM

Hi Kid! Bart's all time fave TV show trips onto the green screen with class. A platform puzzler that's got very little to do with the Simpsons, but everything to do with infuriatingly addictive gameplay! The 60 plus levels will take ages to battle through. Rats, rats and more rats have to be squished in this purge on rodent life. The ability to play the levels in any order, plus passwords to keep you going when you get stuck, a very good package. 92%



The Lawnmower Man

Storm

Well, we teased you forever before finally reviewing the thing. Why? 'cos we knew it was going to be excellent. All the time and effort put in by Storm certainly resulted in a great cart. Including gameplay sections of just about every genre you can think of Lawnmower Man puts in an early challenge for game of the year. 91%



Taz-Mania

THQ
Luckily for THQ, Taz marks a turning point in their fortunes. It's an actually quite good platform romp with an endearingly hungry and dizzy central character munching everything in sight. It is a bit too like Edd the Duck though. 76%

Tiny Toon Adventures

Konami
Cutesy pie graphics and wonderful slickness make this a real visual treat. Jolly along with some great imaginative gameplay and what do you get? A hugely playable romp to be savoured that is in no way as easy as it first seems. 89%

Tiny Toons 2

Konami
Montana Max has taken over the movie theatre and Buster Bunny is entrusted with the task of saving his pals from having to sit through one of his movies. Cute graphics in a jolly good fun platform romp make it a well worthy sequel to the excellent first instalment. 88%

Titus the Fox

Titus
Graphically this is extremely detailed and Titus is a lively little character but there's just not enough bite on offer here. Gameplay ambles slowly along rather than gallops and each background tends to resemble the next. Crazy platform action with a cute fox thrown in for good measure. 67%

Universal Soldier

Accolade
Wielding more punch than Rocky this is non stop action all the way. A great control system with tons of moves to master. Maiming and killing has never been so much fun. Jean Claude Van Damme it's good. 80%

Zool

Gremlin Graphics
Famed for his colourful blast onto other formats, the Game Boy version does the ninja ant from the Nth dimension proud. Amazingly fast paced but easy controls make it eminently playable. A fine conversion to the specs of the handheld. 92%

BEAT'EM-UPS

Battletoads

Trade West
Time to set about rescuing your pals in a clobber happy battle with shades of a platformer chucked in there. A great little game that's action all the way. An absolute office fave, well nearly anyway. 91%

Double Dragon

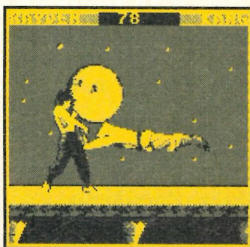
1, 2 & 3
Acclaim
The whole series is dead dull and oh so boring as you stalk the streets and punch your way through the odd wave of henchmen, getting mangled every so often. Totally thrill-less. 25%

Lethal Weapon

Ocean
Action is go, go, go and the game does get better and more involving the more progress you make. However, sadly, there is a distinct lack of moves to perform, thus making it considerably more dull and boring than joyfully exciting. Bit of a shame really. 72%

Mortal Kombat

ACCLAIM



Even without the blood and guts, colour, Johnny Cage, and that ole 16-bit magic, Mortal Kombat is still a highly successful conversion. You beat people up, surprise, surprise, but in a number of endearingly vicious but sadly PG-rated ways. Better than ice-cream. 87%

Pit-Fighter

THQ
Tons of choice on offer here with a mere five opponents, yeah right, I don't think! Earn money with more muscles and beat the living daylight out of the others with your special moves. Boring, boring, boring. Get the message? 33%

Raging Fighter

Konami
A slap happy, stumble over your shoelaces game rather than a full blooded raging fight. There are seven fighters to choose from and a vast array of moves, but it hasn't quite enough guts to punch you. It's really quite middle of the range. 74%

Teenage Mutant Ninja

Turtles
Ultra Games
Will they ever stop taunting us with their ridiculousness? Run along the scrolling scenery while beating up warriors, yeah, dead boring. Graphics are pretty cool but even great graphics can't redeem this game. 59%

WWF Superstars 1, 2 & 3

Acclaim
The graphics always get bigger and better, but if you've got one of these games then no way do you need any of the others. The wrestlers have had their heyday. Just wish they'd leave us alone and stop churning the damn games out. 54%

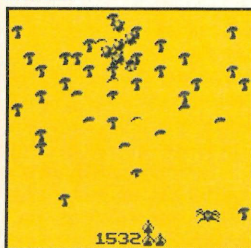
SHOOT'EM-UPS

Asteroids

Accolade
A faithful blow by blow version of the smash hit coin-op. Old as the hills but still loved by millions, including us. It looks a bit jaded on the old 'Boy and is very barren, yet has tons and tons of nostalgia value. 73%

Centipede

Accolade



Based on the ancient coin-op success, this remains faithful to its grandad and has been converted to the little screen as well as could be expected. Hugely repetitive and simple, it becomes a little wearisome sooner rather than later. An old classic back from the dead. 60%

Drop Zone

Mindscape
A golden oldie to hit the Game Boy with all the concentration on gameplay and none on graphic detail. It packs a potent punch but is just far too hard and samey to offer serious long-term appeal. 77%

Faceball 2000

Bullet-Proof
Basically Pacman in 3D as you travel at break-neck speeds around a maze of corridors, zapping hordes of others in your way. Average in one player mode the fun really starts when up to four players compete. Then it's above average. 76%

Fortified Zone

Jaleco
Nuke your way through four levels overloaded with gun toting guardians and warriors. You need a fast trigger finger but use very little thought in order to win. 65%

Hunt for Red October

Hi Tech Expressions
A horizontally scrolling shooty shooty affair in which you take control of a Russian submarine as you shoot through obstacles and loads of nuclear armed enemies. Straightforward, with tricky little bits and really excellent presentation. 65%

Navy SEALs

Ocean
Control a crack team of undercover marines with some deadly missions to complete. Graphics are well above par but four levels don't sufficiently hold your interest for long enough. 73%

Nemesis 1 & 2

Konami
Widely regarded as the ultimate definitive blasts on the diddy screen, and quite rightly so. They're fast-paced trigger-happy palaver right from the off and quite tough to get your teeth into. Needs perfection on the reflex front. Will you ever reach the end? 90%

Pang

Hudsonsoft
Extremely simple yet immensely compulsive, all you have to do is trek around the world popping bubbles which then divide into smaller bubbles and so on. Only the sharpest of shooters will

survive in this gentle shooty game which holds a lot of last-ing charm. 74%

Probotector

Konami
Gung-ho blast and be damned warfare at its very, very fiercest. If GB blasting is your cup of tea, then you can't go far wrong with this bundle of dynamite. Red hot. In fact, hotter than a very hot thing that's been heated up for beards! 91%

RoboCop 2

Ocean
An improvement on the first game yet still not particularly awe inspiring as RoboCop wipes out drugs and thugs and tries hard to uphold the law. The difficulty setting is just right to make it worth a little look. 73%

R-Type I & II

Irem
Venture into the blackness of space for a blasting freak's dream. Everything here is represented to the best of the 'Boy's momochromatic ability and is superbly drawn. Excitement is assured as you streak across space avoiding the acrid taste of death. Not much to choose between them, so surprise, surprise they've both got... 88%

StarHawk

Accolade
Alien blasting that follows the norm as you shoot through the scrolling heavens. It's very detailed and well presented but innovation has been overlooked and each of the five worlds badly lack originality. 69%

Star Trek

Ultra Games
A game that boldly goes where so many other games have gone before. There are plenty of levels, but the warp drive is about as fast as driving a Robin Reliant uphill, and all the planet wandering becomes a bit lame. 60%

Terminator 2: The Arcade Game

Acclaim
A head-on attack of ultra violence, nothing more, nothing less. The backdrops are complicated and it's easy to lose your target among the rubble and be unable to figure out just exactly what the heck you're supposed to annihilate. 76%

Essential Game Boy Purchases Essential Game Boy Purchases Essential Game Boy



Alfred Chicken

Mindscape

Possibly the best platformer of the lot. What more needs to be said? Challenging, addictive and a fine purchase, if you are sick of platformers then this is the perfect cure. Play it through, then play it again and again. Superb. 92%



Best of the Best: Championship Karate

Lotitel

This red blooded bruiser lives up to its name in a perfect conversion of the SNES cruncher. Loads of moves, speed and will to win, it really knocks the competition out for the count. Don't sit there dreaming about SF2, go out and go a few rounds with this knock out cart. 93%

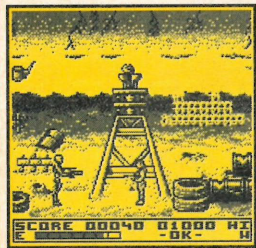
The Legend Of Zelda

Nintendo

The attention to detail is unsurpassed in any other game. In Zelda: Link's Awakening Nintendo have pushed back the boundaries of Game Boy gaming to a new level. Without doubt the best game on the market. Nobody will be disappointed with this wonderful game. 96%

Terminator 2

Acclaim



A six stage shoot'em-up that comes across as an excellent movie licence with plenty of variety and toughness to cope with. Quite complicated with loads of messy backgrounds and numerous sprites in there, but certainly guaranteed to last you a long, long time. 84%

Xenon II

Mindscape

A vertically scrolling blast through molluscs and weird deep sea creatures. Graphic detail is well researched but gameplay itself is too tame to be worthy of a trip down memory lane. 63%

DRIVING GAMES

F1 Pole Position

Ubisoft

Earning the right to compete in the world's foremost driving championship adds a challenging new angle to the well covered driving genre. There are plenty of options but some untidiness in the presentation stops Pole Position from really being a classic. 83%

Lamborghini

Titus

Despite a few minor faults Lamborghini is fast, furious fun. It may not look like the greatest driving sim ever, but with so many options together with some really quite excellent gameplay make this well worth a closer look. 86%

Ferrari Grand Prix Challenge

Acclaim

It may have all the mod cons and technical stuff but frankly it's downright boring with too little challenge. Very poor indeed. A Reliant Robin of a driving game. 49%

F-1 Race

Nintendo

A roaring speedster of a game that comes with a four-play link-up adaptor to make for one heckuva big monster of a top competitive challenge. Fast and frantic, it plays like a big bag of dreamy juicy sweetmeats. 88%

Motocross Maniacs

Palcom

Graphically simplistic, this little gem oozes sheer playability with eight different courses and loop the loops to enjoy. Obstacle packed, and full of frenzy it's a perfect biking sim. Not bad at all. 80%

Race Drivin'

THQ

Lots of mean machines and fiendish circuits to choose from and good 3D perspective make this an easy-to-get-into, but challenging, sim. The ramps are particularly cool. 73%

Road Rash

Ocean

A nasty little rash that is most irritating. Don't be impressed by the beat 'em up connection, one type of punch hardly transforms a poor racer into anything remotely worthwhile. 53%

SPORTS

All-Star Challenge 2

Acclaim

This is basketball on half a court with side on and facing the basket views. Tons of options and top quality graphics don't really create as much sweaty feel as you'd like though and its appeal is limited. 74%

Bases Loaded

Jaleco

A heckuva good baseball sim that, once perfected, will offer hours of enjoyment. Graphics and sound aren't too hot but the game's controllable enough and builds up just the right amount of tension to give you a run for its money. 87%

George Foreman's KO Boxing

Acclaim

Lily livered punches and non-existent gameplay make this the worst fight sim ever as the big fat waddler stands rooted to the spot with a jab once every blue moon, if you're lucky. Rank gameplay and ranker graphics,

this is awful. If you must buy a boxing game get Muhammed Ali's instead. 24%

Goal!

Jaleco

Simple, tidy and an original angle on the usual scrolling of footie games. Okay so not it isn't perfect but the Super Cup offers a varied selection of opponents and with a two player option to keep you and your mates occupied it certainly has plenty to offer. 90%

Hit The Ice

Taito

Unfortunately this game doesn't quite hit the mark. OK, it plays well enough yet lacks that certain je ne sais quoi to live up to expectations. Playable only as a diversion rather than full blooded sports action ice hockey. 73%

Jack Nicklaus Golf

Trade West

Simple to play with a great learning curve and good realistic graphics. As with real life golf you can never truly master the game but it's enjoyable to try. If the Ryder Cup's inflamed your golfing appetite then maybe you should try this. 80%

Jimmy Connors Tennis

Ubisoft

Jimmy steams to the top of the pile marked 'super tennis sims' in a game that does the great man's character proud. Only available on import but with great graphics and challenging opponents this is certainly one to check out. There's a great two player option too. 91%

Jordan Vs Bird

Electronic Arts

Not a full blown basketball simulation, more like a game involving two players, one basket and a ball. Doesn't really work as well as it might have done. Not the best basketball game around. 73%

Konami Golf

Konami

A challenging simulation of this relaxing pastime. Let down by the lack of courses (just two are featured), Konami's Golf still provides a decent test of skill, touch and judgement. Good graphics add to the golfing feel. One of the better golf games available on the Game Boy. 81%

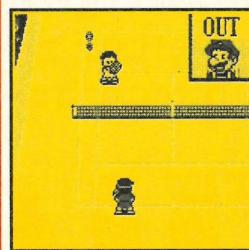
Mario Golf

Nintendo

With everything you could possibly need for a few rounds, a battery back-up to boot and plenty of different holes to negotiate this is a near perfect sim for budding enthusiasts to enjoy. Fore! 80%

Mario Tennis

Nintendo



Mario and Luigi battle it out with backhands and volleys in this wonderfully realistic sim. Still a fine tennis game despite the recent competition from Jimmy. It's fast, addictive and four difficulty levels calls for sound tactical thinking. This gets played a lot round the office. 89%

Side Pocket

Nintendo

Not really the pool simulator you're led to expect. All you do is knock the balls around a six holed table and pot them in numerical order. The limited appeal soon wanes. 63%

Sensible Soccer

Sony Imagesoft

Realistic football action is let down only by the lack of two player option and the minute sprites. Get over these little problems and there's some fun to be had stroking the ball around the pitch at club or national level. A good effort in the monochromatic confines of the Game Boy. 85%

Speedball 2

Mindscape

A future sport game combining brutal non stop action in the arena with team management and coaching, strengthening a squad of 12. Chuck a steel ball around and try to knock your pal on their butt. A pretty top hand held conversion of the Amiga classic. 91%

Tip Off

Imagineer

With two teams moving at an incredible speed it's difficult to figure out just what the heck's going on and the whole caboodle thus disintegrates into a blurred mess. Not one of the greatest basketball sims on the shelves to say the least. 64%

Track and Field

Konami

Leaving all other sports sims standing perfectly still, this game is tough enough and varied enough to guarantee great mileage. Get to compete in various challenges, and try to come out top of the pile. 90%

SIMULATIONS

F-15 Strike Eagle

Microprose

The ultimate flight simulation with tons of acrobatic dogfights and targets to zoom in on. Graphics and sound are great and the control system is simple to master. 87%

Phantom Air Mission

Activision

An ambitious attempt at a flight sim which, on the whole, works out quite well. In between take-off, sorties and refuelling you have to use your radar to track down enemy craft. Each mission, rather unfortunately, has a somewhat uncanny resemblance to the last, so you may well become bored too quickly. 72%

Top Gun

Konami

For a flight sim this isn't very flight simmy. Action simply revolves around popping enemy fighters with a steady and accurate gun rally. The rest of the time is spent aimlessly cruising around the skies. Not exactly a Tom Cruise of a game this one, pretty average indeed. 67%

PUZZLERS

Boxxle 1 & 2

FCI

You shift around a selection of boxes, moving them to their correct position as indicated by a marker. Sounds boring but it isn't. Two real brain teasers make a pleasant change from more run-of-the-mill offerings. A pretty good effort in all. 80%

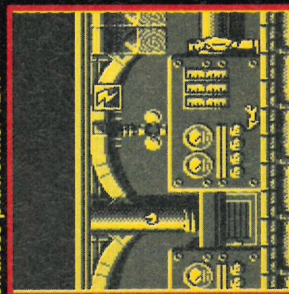
Game Boy Purchases Essential Game Boy Purchases Essential Game Boy Purchases Essential



Dr. Franken

Elite

Spookily special adventure here as Franky searches a gothic horror of a castle in order to reunite his girlfriend (Bitsy), literally reunite. It's her body bits that he searches for. Loads of nasties, locations and challenges add up to extreme quality, even better than the excellent sequel. Perhaps not to everyone's taste, but certainly a more than welcome change from endless platforms. 92%



The Empire Strikes Back

Ubisoft

This sequel is bigger, better, harder, incredible. You'll be glued to the screen and won't want to stop. A beautifully constructed adaptation that has lots to do with the film. Probably the finest film tie in to date. Something special that you definitely won't complete in a day! 93%

Check out the GB Action guide every month for the definitive list of what's what in the world of the 'Boy.

Brain Bender

Gremlin

Alter the angle of mirrors to direct a laser beam through all the nasty objects. Could have been fabulous but the time-limit is ridiculously short, leaving you more than a little mad. 59%

Battle of Olympus

Imagineer



Set in ancient Greece this is a huge game that's bound to draw you into a long and exciting epic. Graphically excellent it involves a hefty whack of well presented violence alongside good interaction with all the freaky characters who offer you clues and set you on your many missions. 87%

Dr Mario

Nintendo

Supposed to be a bit like Tetris but it falls flat on its face. The object is to line up lots of coloured pills in a jar. A major disappointment all in all considering the cool Dr Mario connection thrown in there. 42%

Garfield

Kemco

Doesn't stray too far off the beaten track as far as puzzlers go, but still an enjoyable play with a password option that sustains your interest through some of the more difficult labyrinths. Garfield drills through blocks, finds keys and opens gates to get into new rooms, all while warding off the nasty villains. 87%

Godzilla

Virgin Games

This blast from the past is an ordinary re-issued 64 level puzzler. But there's a criminal shortage of radioactive breath and Tokyo-stomping from the big green dude in the large rubber suit. Shame. 65%

Kwirk

Acclaim

Guide a tomato through single screen maze-like rooms, shifting boxes and filling holes. Doesn't sound much I know, but rather good anyway. 88%

Kirby's Pinball

Nintendo

Part three of the Kirby Challenge sees our little blobby hero in a pinball game of all things. Sounds awful? Wrong! Three tables give you plenty of problems and Kirby is packed full with lots of little mini-games (the greedy thing). Luck matters a fair bit and games can take hours to play when you develop a bit of skill but all-in-all it's pretty and it's fantastic. 89%

Q*bert

Nintendo

Set on an isometric pyramid of three dimensional cubes you jump up and down to change the overall colour. A classic old Atari game and a stupid idea, but one which is enjoyable. 83%

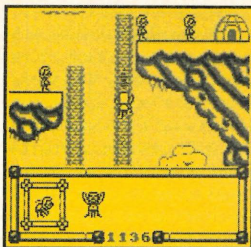
Splitz

Imagineer

A mind warping game that's just like a slide puzzle only this time you piece together the faces of famous people. This is one totally cool challenge with absolutely loads and loads of skill required to succeed. Excellent fun. Elvis spotted in Game Boy game!!! I like it. 85%

The Humans

GAMETEK



Plenty of mind bending puzzles around as you direct a bunch of gormless neanderthals over 28 varied terrains. Well presented, tons to chew over and a very good Lemmings sideline. It might get a little bit tedious if this isn't your cup of tea. A potential rival to that classic Lemmings. 87%

Tesseract

Gametek

If you have a few hours spare and a penchant for original puzzlers then Tesseract could be right up your street. "Easy to play, difficult to master" is the claim. Well, almost. 80%

Tetris

Nintendo

You all know the score with this old bird. Move various shapes around the screen to form lines and advance to further levels. Totally addictive, but in a lego block-frustration type way mate! Tetristastic. 95%

The Real Ghostbusters

Activision

Garfield revisited should be the sub title of this adventure. The two are practically identical. For those not owning Garfield the puzzles and challenges could prove a treat. Over fifty levels adds to the challenge with each offering new traps and tricks for the unwary. 86%

Yoshi's Cookie

Nintendo

Similar to Tetris but only half as addictive. Lines of five cookies zoom in from the top and side of the screen and you have to match similar ones to make them go. The further in you get the faster they fly. Trading on the name one thinks. 76%

ROLE PLAY

Mystic Quest

NINTENDO

A hugely engrossing arcade adventure that should last a long while. There's a multitude of mental puzzles to solve and places to explore. It's a veritable role-playing super dream treat of a game. Also known as Final Fantasy Adventure. 85%

Prince Valiant

Ocean

Too little action and too much space in which to do it. Cruising around aimlessly trying to find someone to fight isn't the most thrilling of activities and you get very little reward indeed for your exertions. 65%

Robin Hood:

Prince of Thieves

Mindscape

Both combat, skill and puzzle orientated with some damn fine character interaction along with

plenty of fun. This is full of riches for any role play fan and aspiring man in tights. Difficult to get into at first, true enough, but well worth the effort if you stick with it. 85%

Ultima: Runes of Virtue

FCI

A massive adventure that'll take eons to finish. Punishing but compelling as you search for the runes in the wilderness, mingling hack 'n' slay episodes with lots of brain rummaging. 79%

MISCELLANEOUS

Bart Vs the Juggernauts

Acclaim

As Bart Simpson you must master the total art of skateboarding, weightlifting and square hopping in a series of diverse and stupidly hard events requiring great skill, strength and strategy. It will take you ages in order to get it right. 85%

Battleship

Mindscape

A modernised version of the dated classic board game as you get to battle it out with a fleet of ships on a grid. The graphics are kept to a minimum and in one-player mode it's easy to lose interest. 67%

Caesar's Palace

Ocean

Whether you're a card player or a roulette fancier, even if you just like money you can beat that gambling addiction in your own home. Every whim is catered for and nicely implemented to make it worth a look. So take one. 77%

Castle Quest

Sony Imagesoft

What do you get if you cross chess with monsters, magic and a fantasy setting? Castle Quest. Skill, judgement, nerve and luck combine in an addictive and original puzzle variant. The luck element detracts from some of the skill but it's still a neat idea and top notch execution. 89%

Chessmaster

Hi tech Expressions

A stunningly accurate portable conversion of the age old classic concentration board-game with nothing omitted. Clear and concise, if you love chess, you'll love this. Recommended for all budding chessmasters. 91%

Choplifter II

JVC

Lots to see, and loads to do, and lots to get you well and truly involved in this helicopter sim cum shoot'em-up. Graphics don't amount to anything much really but playability is where it really comes good. All in all an alright shoot'em-up, nothing more, nothing less. 78%

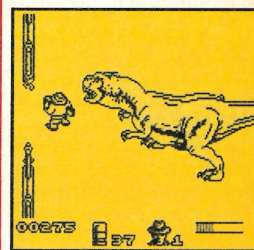
Crash Dummies

Acclaim

A quite original and hilarious game that offers more variety than is at first apparent. There are only five easy basic levels but things really do start to hot up with even more obstacles to avoid second and third time around. Simple to get totally hooked on. The Dummies are coming to life, beware! Clunk click, every single trip! 87%

Jurassic Park

Ocean



A fairly playable collect 'em up without the action you'd expect from the film. Searching for eggs becomes a bit boring but the rest is pretty good. Graphics are well stylish but maybe could have been better. There's plenty to do and see, but it's no classic. Fans of the film should take a look. 85%

4-in-1 Fun Pak

Interplay

Solitaire, Yacht, Cribbage and Dominoes all on one legal cart. A handy way of playing those board/travel games which are popular on long journeys. Dead useful and definitely dead worth a look. 81%

Populous

Imagineer

Want to play God? You ARE God! Hours of strategy and involvement to be had as you govern the fortunes of your subjects. Engrossing. 91%

BACK ISSUES



For back issues, call the number on the right, quoting the correct reference number.

Telephone Database Direct to confirm availability on: 051 3571275 quoting the appropriate number(s).

Nov 18 - 4118
Dec 19 - 4119
Chr 20 - 4120
Jan 21 - 4121
Feb 22 - 4122
Mar 23 - 4123 (£2 each)

Then write, enclosing cheque or postal order to **Database Direct, PO Box 2, Ellesmere Port L65 3EA.** Credit card payment is an option as well.

COMPETITION

Diamik consumer products have a special one-off limited edition Super MultiMate to give away. Looking resplendent with the GB Action logo emblazoned on it, it's a must for anyone's bedroom or study.

IT'S A BEAUTY! SUPER MULTIMATE

The Super MultiMate offers you a flexible approach that has never been seen before. It's manufactured in the UK by Diamik, who have an enviable reputation as a top manufacturer of both high quality educational and office furniture.

The unit arrives on your doorstep in a flatpack. As you unwrap the product, your imagination is the only barrier. There are at least 20 designs that can be made from one unit. Retailing at £75 (excluding VAT and delivery), you can't afford not to enter this competition.

Total flexibility in modern bedroom furniture is what the Super MultiMate is all about. From computer workstations to hi-fi units, it's capable of all sorts of useful functions – additional parts can be bought to extend it too.

It went on sale on April 18, so if you want to equip your bedroom with the latest in hi-tech furniture for the price of a stamp enter now. The Super MultiMate is available in black, red or yellow – state your preferred colour on the entry form.

Good luck. All answers must be in by June 20.

QUESTIONS:

1) Super MultiMate is:

- a) A comedy basic
- b) Far too elaborate
- c) Modern and stylish

2) Super MultiMate is available in:

- a) Mr. Dennis's corner shop
- b) Invention corner
- c) Black, red or yellow

3) A type of car park is a:

- a) Multi storey
- b) MultiMate
- c) Freeze, narcotics!



Above and left: Just a few ways in which the Super MultiMate can be used. As you can see, it's stylish, modern and altogether quite an amazing prize.

**GB MultiMate
Database Direct,
P.O. Box 2,
Ellesmere Port,
South Wirral,
L65 3EA**

Name _____
Address _____

Post Code _____

ANSWERS

- 1) _____
- 2) _____
- 3) _____

Answers to be in by JUNE 20.

☐ I do not wish to receive promotional material from other companies

All employees of europress Interactive and their families are banned from entering. The Editor's decision is final and no correspondence will be entered into.

Free Classified

SWAPS

Will swap Spider-Man 2, Nemesis or Terminator 2, good condition with instructions, for The Fidgetts, Krusty's Fun House or any platform games or puzzle games. Wanted cheats for Lemmings. Phone 0424 713669.

Due to last month's excellent response I will swap absolutely nothing for your old or new carts. Just send them to me and I will send nothing in return. Send to: R, 3 Pickwick Walk, Uxbridge Road, Hatch End, Pinner, Middlesex HA5 4HS.

Swap Rolan's Curse II, Asteroids or Chase HQ for anything considered. Ireland only. Phone 01 285 3035.

Hey! I want your Mystic Quest, Populous, F-15 Strike Eagle, NBA All-Star Challenge, Revenge of the Gator, Mortal Kombat or Jurassic Park. I'll swap them for my Tetris, Qix, Side Pocket, Shadow Warriors, Asterix or Battle of Olympus. Phone 0344 425026.

Swap Populous, Mega Man II, Top Ranking Tennis, Speedball 2, Crash Dummies, Fortress of Fear, Nemesis, The Humans or Mortal Kombat for Goal!, Sensible Soccer, Zelda, The Jungle Book or any game considered. Ring 0348 874263. You may get the answering machine.

Swap Terminator 2 and Super Mario Land for Crash Dummies, Tiny Toons or Mortal Kombat. All in vgc. Box and instructions. Phone 0245 222817.

Swap Game Boy, 8 good games, adaptor, carry case and other good equipment for a SNES and 2 games. Phone 0455 617931.

Swap Snoopy's Magic Show, Qix, Q*bert, Raging Fighter, Crash Dummies, Rodland or Alfred Chicken for Zelda, Jurassic Park or Mystic Quest. Swap 3 games for Zelda. Phone 0734 816903.

I will swap Game Boy with 9 games including Zelda and Super Mario Land 2, game light, magnifier, carry case, stereo speakers and a rechargeable power pack (all worth over £500!) for a SNES without any games. Phone 0670 518007.

Please please plea...OK, that's enough I'm going mad! I'll swap my Krusty's Fun House, Dynablast or Mario Golf for your Jurassic Park or a game over 85%. Reply now and no later! Phone 0308 425001.

I will swap my Mortal Kombat, Terminator 2, Joe and Mac, Parasol

Stars or Battletoads for any decent racing games, Alien 3, Zelda, Zool, Sensible Soccer or Parodius. Also wanted are SNES games for a fair price. Phone 0455 239514. Hurry!

I will swap Trax, Adventure Island or Star Wars boxed with instructions; or Burai Fighter Deluxe or Super RC Pro-Am unboxed for Crash Dummies, The Empire Strikes Back or any good games. Ring 0727 822086 after 5pm.

Quick swap, 2 for 1, yes I will swap Dragon's Lair and Burai Fighter Deluxe for Alien 3. Both boxed with instructions and in good condition. Please phone 0662 244963 outside school hours.

I will swap Game Boy which includes 7 games and accessories for SNES, controls and games. Phone 0628 484165 after 4pm.

Will swap Kirby's Dream Land, Super Mario Land, Mega Man or Tiny Toons for your Star Wars, F-1 Race, Sensible Soccer, Track and Field, Revenge of the Gator, Tecmo Bowl or The Humans. None of mine have instructions or boxes. Write to: PR, 23 Bann Drive, Waterside, Londonderry, N Ireland BT47 2HJ.

I will swap Nintendo World Cup for either Sensible Soccer or any other good games rated over 80% in GB Action please. Send offers to: RA, 31 Mill Road, Lewes, East Sussex BN7 2RU.

Will swap my Super Mario Land 2 or Lemmings for your Mortal Kombat or Jurassic Park. Must have instructions. Write to: CJ, Birch Bank, Main Street, Newburgh, Aberdeenshire, Scotland AB41 0BN.

I will swap Batman in box or Duck Tales without box. I would especially like Lethal Weapon, Crash Dummies, Nintendo World Cup or Ferrari GP Challenge. Phone 0530 222772.

I will swap my Probotector, Lemmings, Tiny Toons or Zelda for your The Empire Strikes Back, Jurassic Park, Super RC Pro-Am, Sensible Soccer or Alien 3. All games are boxed with instructions so I would want the same. Phone 0603 860162.

Will swap my Spy Vs Spy, Castlevania Adventure, Rocky and Bullwinkle, Mega Man II, Tetris or Terminator 2 for your Hook, Tiny Toons, Taz-Mania or Spider-Man 2. If interested phone 051 932 0894. PS. Just swap or I'll set my fish on you!

I will swap Nemesis for Mortal Kombat. Call 0926 641374 after 5pm. Will be

grateful for this swap. Bye bye! Hope you call!

I will swap my boxed The Blues Brothers with instructions for Pinball Dreams, Jimmy Connors Tennis, The Empire Strikes Back, Alfred Chicken or The Fidgetts. Swap sound amplifier unopened never used worth £10 for any game, especially WWF 1, 2 or 3. Phone 0752 366227 after school.

I will swap my Super Mario Land (92%) or Duck Tales (81%) for your Super Hunchback, Batman 1 or 2, Terminator 2, Jurassic Park, Super Mario Land 2, Tiny Toons or any good quality game. Call 01 572846 after 4pm. Must live in Dublin area.

I will swap my Star Wars, Lemmings, Super Kick-Off or Dr Franken for your Mortal Kombat, Nigel Mansell, Tiny Toons 2, F-1 Pole Position, Lamborghini, Jimmy Connors Tennis, Zool, The Chessmaster, Super Scrabble, Crash Dummies or Jeep Jamboree. Phone 038 983423.

I will swap my Kirby's Dream Land boxed with instructions or Tetris for your Super Mario Land 1 or 2 or Alfred Chicken. Please write to: JF, Maynrys, Glen Mona, Maughold, Isle of Man IM7 1HG.

I will swap my Super Mario Land 2 boxed with instructions for Zelda, Kirby's Dream Land or R-Type 1 or 2. Please write to: MM, 12 Laxfield Way, Pakefield, Lowestoft, Suffolk NR33 7HQ.

Swap Alien 3 or Dr Franken for your Parodius or Nemesis I or II. Phone 0670 715805.

I will swap 13 Spectrum +2 games all unused with instructions and boxes for any good Game Boy game which is boxed and includes instructions or a Handy Boy which is boxed in vgc. Please phone Harlow 0279 419555. NB. +p&p.

F-15 Strike Eagle, Mortal Kombat or Radar Mission to swap for Super RC Pro-Am or pinball game. Phone 0722 333148 after 7pm.

I will swap my Mega Man for your Alfred Chicken, Super RC Pro-Am, F-15 Strike Eagle, Super Mario Land, Mario Tennis or Top Ranking Tennis. If interested phone 0703 320200 on weekends and after 4pm on week days. Hurry!

I will swap my Double Dragon II, Kung Fu Master or Robocop for any decent fighting games eg. Raging Fighter, Tiny Toons, Super Hunchback, Super Mario Land 2 or Paperboy. Phone 0282

699916.

I will swap Double Dragon, Super Mario Land 1 or 2, Duck Tales or Balloon Kid for F-1 Race, Nigel Mansell, F-1 Pole Position or Road Rash. Phone 0606 852066.

Swap Pinball Dreams, Super Mario Land, Terminator 2, TMNTurtles, Duck Tales or Battletoads for Crash Dummies, Nemesis I or II, Parodius, Scrabble, Monopoly or Speedy Gonzales. Phone 0335 342401. Swaps by recorded delivery.

I will swap Bugs Bunny Crazy Castle, Mickey's Dangerous Chase, Adventure Island or Golf for a Pro Action Replay or a Game Genie. Phone 0606 852066.

Hey listen up. Will swap Super Mario Land 1 or 2, Dragon's Lair, McDonaldland, Chase HQ or Duck Tales for Mortal Kombat, Nemesis, Road Rash or Tiny Toons. Phone 0895 639994 after 5pm.

Swap my Gargoyle's Quest, The Chessmaster or Double Dragon for Tom and Jerry, Looney Tunes, Mega Man II, Super James Pond, Addams Family 2 or Jurassic Park, must be boxed. Phone 0392 73896.

I will swap my WWF 2 for a Game Boy with earphones, lead cable, instructions and Tetris or Chase HQ. Hurry it's a great deal. Must live near Nelson or Burnley. Phone 0282 602504.

I have Burai Fighter Deluxe, Parasol Stars, Boulderdash, Duck Tales, Q*bert, Dr Franken, Mouse Trap Hotel, Phantom Air Mission, Adventure Island, Robocop and Tetris. I will swap any 2 of these for 1 of the following: Zool, Final Fantasy Legend III, Alfred Chicken, R-Type, Castle Quest, Super RC Pro-Am, Nintendo World Cup, Looney Tunes or Robocop 2. Phone 0924 444810.

Swap The Empire Strikes Back or Prince of Persia both boxed with instructions for Battle of Olympus, Dragon's Lair or Zelda. Ring 0604 769565.

I will swap Castlevania II, Paperboy 2 or Duck Tales for any kind of tennis game, Terminator 2, Hook, Alien 3, Batman: Animated Series, Adventure Island I or II or Dennis. Ring 081 505 3647.

Swap my Battletoads, Bart/Camp Deadly or Lemmings for The Empire Strikes Back, Prince of Persia or Alfred Chicken. Also will buy any of the second 3 games for about £10 with instructions. Phone 0223 833738.

Will swap Nigel Mansell (92%), Krusty's Fun House (92%), Track and Field (90%), Star Wars (92%), Prince of Persia (90%) or Jurassic Park (85%) for Lemmings, Alfred Chicken, Super Hunchback, Jimmy Connors Tennis, Sensible Soccer, Zool or The Humans. Or swap Dead Heat Scramble, Navy SEALs or Fastest Lap for Asterix, Robocop 2, Mario Tennis, Kid Dracula or any other good games. Phone 0782 639278.

I will swap Alleyway or Tiny Toons for Mortal Kombat, Jurassic Park, Zelda, Super Mario Land 2, Alien 3 or Who Framed Roger Rabbit. Others will be considered. Phone 0245 476798 after 4pm.

I will swap any of the following games: Blades of Steel, Double Dribble 5 on 5, Duck Tales, Ferrari GPC, Qix, Tecmo Bowl, Terminator 2 or Tiny Toons for 4-in-1 Fun Pak I or II or any decent RPGs, etc. May trade 2 for 1. Write soon to: FM, 42 Mountain View Drive, Newry, Co Down, N Ireland BT35 6DW.

I will swap a Game Boy with adaptor, Joyplus, Terminator 2 and Super Mario

Land 2 for a Sega Game Gear with 2 games. Phone 0753 814151.

I have some games to swap. They are: Super Mario Land 2 (90%), Super Hunchback (91%) or Battle of Olympus (87%), all are boxed and have instructions. In exchange, I would like: Zool, Goal!, Joe and Mac, Speedy Gonzales, Jimmy Connors Tennis or Tiny Toons. 1 for 1. Phone 081 660 7312 after 6pm.

Will swap Sega Game Gear with adaptor, carry case and 3 carts for Game Boy with games. All Sega Game Gear stuff is as new and boxed. Please phone 0248 353838 evenings.

I will swap Tetris, Mega Man II, Metroid II or Gargoyle's Quest for Super Mario Land 2, Star Wars, The Empire Strikes Back, Jurassic Park, TMNTurtles III, Castlevania I or II, Speedy Gonzales, Hook, Zool or Tiny Toons 1 or 2. Get phoning on 0491 201365 after 5pm.

I will swap Super Kick-Off or Bart Vs Juggernauts for The Empire Strikes Back or Battle of Olympus. Surrey area. Phone 081 641 7873.

Swap Home Alone 2, Mercenary Force, Marine Target or Crash Dummies for Addams Family, Bill and Ted, The Fidgetts, Hook, Looney Tunes, Mortal Kombat, Zool or Jurassic Park. Phone 0437 763847.

I will swap Bart Vs Juggernauts, Alien 3, Lemmings or Star Wars for Mortal Kombat, Super Mario Land 2, Pinball Dreams or Hook. Other games considered. Phone 0795 875410. If I am not in please try again later.

Will swap Dragon's Lair, Burai Fighter Deluxe, Nascar Fast Tracks, R-Type, Best of the Best or Tetris for Alien 3, Joe and Mac, Sensible Soccer, Goal!, Battle of Olympus, Mystic Quest, Castle Quest, Populous, Alfred Chicken or The Empire Strikes Back. Ring 01 831 7227, Ireland only.

Nigel Mansell, yes!!! I will swap my new boxed with instructions brilliant Nigel Mansell and £5 for your old Super Mario Land, Tiny Toons or Asterix. Ring 0582 481572 between 4-6pm.

Will swap Power Mission or Crash Dummies for Lethal Weapon or Zool. Phone 0526 834509 after 4pm on week days.

Are you looking for Mystic Quest or Zelda? You can take your pick if you'll offer Final Fantasy Legend III, Kirby's Pinball Land or Warlioland in return. Nothing else considered, must have instructions and box, mine do. Phone 0265 832930 now!

Will swap Barcode Battler as new, still boxed with instructions, unwanted gift, for one of the following games: Fastest Lap, Deadheat Scramble, Blades of Steel, Probotector, Ultra Golf, Top Ranking Tennis or Super Mario Land 2. Phone 0204 700310 after 4pm.

Will swap these games 3 for 2: Chase HQ, WWF and Super Kick-Off for all games considered. Also swap Dr Franken or Crash Dummies 1 for 1, would prefer Lemmings or Super Hunchback. If interested phone 0742 888636.

Swap my Zelda for your Sensible Soccer, Zool, Kirby's Pinball Land, The Lawnmower Man, Batman: Animated Series or Goal! So do me a favour and ring Sheffield 0742 872974, please hurry as I'm desperate ta!

I will swap Mortal Kombat with instructions but no box for Zelda. Ring 0782 821652 any time after 5pm. I am desperate thank you.

PHOTOCOPIES ARE ACCEPTED. Please include this advert in the next available issue of GB Action

Name.....

Address.....

Post code.....

Telephone.....

Post to: GB Action Classifieds, Europa House, Adlington Park, Macclesfield, SK10 4NP

Please make sure your phone number is clear, and include all your digits

FREE!

ied Adverts

I will swap my ZX Spectrum for a Game Boy with Zelda. Games with Spectrum are reasonably good, there are about 15-20 of them but no joystick. Tel: 021 501 2172.

Swap!! Splitz, High Stakes Gambling, Bugs Bunny Crazy Castle, Addams Family or Burai Fighter Deluxe for Super RC Pro-Am, Battle of Olympus, Days of Thunder, Motocross Maniacs, Side Pocket or Battleship. Please phone 0452 812942.

Will swap Mario & Yoshi, Castlevania Adventure or Mercenary Force for Mario Is Missing, Mario Collection or Mortal Kombat. Others considered. Phone 0604 753286 week days between 4.30-7.50pm. PS. If someone doesn't swap soon I'll get MAD!

Swap! Zelda for Kirby's Pinball Land boxed with instructions. You must live in the North Devon area. Phone 0271 850560 after 6pm.

I'll swap Kirby's Dream Land, Dragon's Lair, Mega Man III, Nemesis II or others all boxed for Final Fantasy Legend III, Battle of Olympus, Ultima: Runes of Virtue, Hammering Harry, Parasols Stars, R-Type II, Battletoads 2, Crash Dummies, Super Mario Land 2 or other decent boxed games. Phone 0265 832930.

I will swap Prince of Persia or The Flintstones for Zelda, Zool, Jeep Jambores or Alfred Chicken. Write to: PM, Drummie, Westport, Co Mayo, Ireland, or phone Ireland 098 27169 after 4pm.

Swap Zelda or Jurassic Park for your Star Trek: The Next Generation or any other good RPGs. New releases considered. Or swap Jurassic Park for Game Genie or Handy Boy. May consider 2 decent games for Zelda. Write to: CS, 42 Claremont Road, Wavetree, Liverpool L15 3HL.

Bored with your old games? Can't afford £25-40 for a new game? Then swap them for only £2. 30 games waiting for your swaps: Zelda, Track and Field and many more. Phone 0851 870808 after 5pm Mon-Sat.

I have got Fortress of Fear. I will swap it for Dynablast, Battletoads or any other good games, not Tetris or TMNTurtles. Also have you got any games going cheap? If so ring 0684 568790.

Will swap my Gargoyle's Quest or Super Kick-Off for your The Humans, The Flintstones or Rampart. Must have plastic case and instructions, as mine have. Phone 0742 444014.

I have Mega Man, Soccer Mania, TMNTurtles or Spider-Man to swap for Tiny Toons, Alfred Chicken, The Jungle Book, Hook or Looney Tunes. Phone 0628 472198.

I will swap 2 games Super Kick-Off and The Chessmaster for Super Hunchback or any other game rated over 75%. Please ring me on 0704 546164 any time after 5pm any day of the week.

Swap my Dr Franken for your Star Wars, The Empire Strikes Back, Pinball Dreams or Lemmings. Must be boxed with instructions. Phone 0980 625504 or write to: RC, 12 Nicolson Close, Amesbury, Wilts SP4 7QX.

I will swap my Soccer and Mario Golf for your The Chessmaster, F-1 Race, F-1 Pole Position or Nigel Mansell. Look! 2 games for 1. Phone 081 907 3409 week ends or after 6pm week days. Must live in London.

I will swap my Zelda or Lemmings for your Alfred Chicken. Must be in good

condition. Call 0453 811524 between 4-6pm week days or 10am-6pm week ends.

Will swap Talespin for Lemmings or Mortal Kombat on Sega Game Gear. Tel: 0275 393591. Hurry.

SALES & SWAPS

Will swap my Mario & Yoshi for The Fidgetts, F-1 Race, Garfield or Duck Tales or sell for £12. Phone 0272 623495.

Will swap my Bart/Camp Deadly no box or instructions, Double Dragon or Terminator 2 for your good Game Boy games. Also for sale Game Boy light, £4 vgc. Phone 0952 820673.

I will swap Super Mario Land for any football game or car game, or will pay £5 for 1 of them. I'm desperate. I will also sell my Game Boy with 3 games and accessories for £45. Phone 081 878 2995.

I will swap or sell my games Parasol Stars, Maru's Mission, Joe and Mac, Battletoads or Mortal Kombat for any decent games, eg. Sensible Soccer, Tiny Toons, Raging Fighter, Parodius or Speedy Gonzales. Sell for £16 each. Also wanted are SNES games. Phone 0455 239514. If not in leave a message.

For sale: Pro Action Replay £15, Adventure Island £10, Alfred Chicken £11, Ninja Gaiden Shadow £10, Battle of Olympus £10, Mercenary Force £11, Sneaky Snakes £9 and Batman: Return of the Joker £12. Or I will swap for most good games over 80%, preferably Mystic Quest, Jurassic Park or Mortal Kombat. Call 081 546 0202 after 6pm. Must be London area.

Sega Game Gear carry case and car adaptor, good condition, for sale £12, or will consider swap for Game Boy games Mortal Kombat, Taz-Mania or Duck Tales with instructions and boxed. Phone 0530 417446.

For sale Game Boy with 10 games, carry case, Game Genie, light magnifier and plug adaptor, £150. Or swap for Sega Mega Drive with 2 controllers and 4 or more games. Phone 0743 364364 after 4.30pm week days. Sega Mega Drive games could include FIFA Soccer or Sonic the Hedgehog 2.

I have Spider-Man 2, Battletoads, Navy SEALs, The Hunt for Red October and Princess Blobette. I will sell them or swap them. If you are interested call me on 0202 765697.

Will swap my Nigel Mansell, Mega Man II, The Chessmaster or Terminator 2 for Jeep Jambores, Super RC Pro-Am, Alfred Chicken, The Empire Strikes Back or any other decent games. Might also consider selling games. Phone 0924 223724, preferably Sunday mornings or after 4pm.

The Flintstones for sale £15, or will swap for any Game Boy game scoring 70% or over in mags. Phone 0234 852941.

I have Choplifter II (78%), Batman (85%), Castlevania II (86%), Dragon's Lair (88%) or Spider-Man, will swap for Lemmings, Dr Franken, F-1 Race, Zool, Jimmy Connors Tennis or Mega Man II. Phone 0606 593124. Also Handy Boy for sale £20, might swap for game(s).

For sale or swap Mortal Kombat and Jordan Vs Bird, £15 each, or I may consider swapping them both for any good Sega Game Gear games such as Crash Dummies. Phone 0692 582029.

Yo! You! Free games! Well, not exactly, but a good offer you can't afford to

miss! I have 9 great Game Boy games for sale, or swap for your Zelda or Alfred Chicken only, no other offers please! My games are: Alleyway (89%) £12, Adventure Island (76%) £12, Bugs Bunny Crazy Castle (83%) £12, Mario Tennis (89%) £12, Super Mario Land (94%) £12, Super Mario Land 2 (90%) £17, Tiny Toons (91%) £17, Popeye 2 (83%) £17 and Prince of Persia (91%) £14. Send offers to: AW, 46 High Street, Pontardawe, Swansea, West Glamorgan, SW Wales, or phone 0792 864358. Thanks.

For sale or swap Amiga 600 game brand new and unused Titanic Blinky for Game Boy game with instructions and box, or sell for £5. Tel: 091 373 6322 after 5pm. Thanks to ads typist.

I will swap or sell Mortal Kombat, Prince of Persia, Duck Tales, Tetris or Super Mario Land 2. All have plastic covers, all work, but I'd rather swap OK. Tel: 0246 200736 after 3.30pm.

For sale or swap, I have a pair of roller boots size 4/5 for sale for £5. Also a pair of roller blades size 6, will swap for a good game or sell for £30 ono. Phone 0256 771073.

Will swap Home Alone 2 or Navy SEALs for Lemmings or Zelda, or sell for £8 each. Please phone 0904 647059 after 6pm.

I will swap Asteroids or Dynablast for the Game Boy, or Guy Spy, Formula 1 Grand Prix or Wizkid for the Amiga, for 4-in-1 Fun Pak for Game Boy, or any good games for Game Boy or Amiga. I will also sell Amiga Format issues 31-42 for £2 each. I will also pay £3 for GB Action 16(?). I'll also sell New Zealand Story and Robocop for £3 each. Write to: JW, 9 Scott Court, Huntly, Aberdeenshire, Scotland AB54 5PG.

Sell Super Mario Land £12, Garfield £15, Lemmings £15 and Asterix £15, or swap any of the above except Super Mario Land for Nigel Mansell. Ring 0582 481572 between 4-9pm or leave message at any time. Thanks to ads typist!

Sell Bill & Ted boxed with instructions for £10. Phone 0460 281649. I might swap it for Joe and Mac, be quick!

Willing to swap Game Boy with Tetris, Burai Fighter Deluxe, 2 player link cable and up to £20 for a SNES with 1 or 2 games, must include Street Fighter II. Or will pay up to £60 for SNES. If interested phone 041 557 1905 after 5pm. Must be in Glasgow area.

Game Boy for sale with Game Genie, game light, carry case, 19 games: Star Wars, The Empire Strikes Back, Indiana Jones and the Last Crusade, Alien 3, Universal Soldier, Best of the Best, F-1 Strike Eagle, Populous, T2: Arcade Game, F-1 Race, Fortified Zone, Tip Off, Probotector, Paperboy, Navy SEALs, Shadow Warrior, TMNTurtles, Double Dragon II and Burai Fighter Deluxe. Immaculate condition, all boxed with instructions, worth over £500, bargain at £250. Will sell games separately for £10-15. Or swap for Amiga with games. Phone 0302 872673.

Will swap Alien 3 boxed with instructions for Battletoads, Goal!, Alfred Chicken, Super Mario Land, Prince of Persia or The Fidgetts. Must be boxed with instructions. Or will sell for £15. Phone 0633 857390.

For sale Game Boy games which include Duck Tales £7, Solar Striker £5, Spider-Man £4 and Game Genie £12. Good offer. Phone me up between 3.30-9pm on 0252 517055. Or will swap for other games.

I will swap Jurassic Park for Pinball

Dreams, The Fidgetts or any other game that scored 85%+, or I will sell it for £20+, only 2 months old. Call 0705 678008 after 4.30pm week days.

WANTED

Wanted! Batman, Tiny Toons 1 or 2, Bart/Camp Deadly, Zool, Super Kick-Off, Speedy Gonzales or Hook. May swap above for Darkwing Duck or Nigel Mansell. Any offer considered! Phone 06625 68114. Also wanted or to swap is Joe and Mac.

Wanted: unwanted instructions books for Batman, Nintendo World Cup, Ninja Gaiden Shadow, Mickey Mouse, Popeye 2, TMNTurtles 2, Taz-Mania, Castlevania Adventure, Probotector, Double Dragon, Dr Mario, Super Mario Land, Boxle 2, Revenge of the Gator, Alleyway, Mario Tennis, Pipe Dream, Hyper Lode Runner, and Tiny Toons, must have pages intact. Please send them to: ST, Instructions Books, 375 Farmleigh House, Loughborough Park, London SW9 8NR.

Wanted WWF mag October '92, swap for issues 8-15 of GB Action or a poster of Doink. Also wanted Royal Rumble '93 on video, swap for Logic 3 carry case or Double Dragon II LCD game (cost £20). Phone 061 456 7665.

Wanted Asterix, The Empire Strikes Back, Zool, Tom & Jerry, Speedy Gonzales and Alien 3, all boxed and instructions. I have Jurassic Park, Alfred Chicken, a new Solar Boy and brand

WANTED

new boxed pack containing light, amplifier and enlarger screen. Ring 0924 468461.

Wanted Super Mario Land for the Game Boy at £10 or less. Must be in Matlock area. Please hurry. Call 0773 856083 and I'll even give you a 4 player adaptor free. Come on now hurry up!

Hey are you listening? I am desperately looking to buy a second hand Handy Boy. Willing to pay £15. Please phone Milton Keynes 0908 618928 after 4pm week days or any time weekends.

Wanted any good action game, eg. Jurassic Park and Star Wars. Reasonable prices paid, must have instructions. Also wanted instructions for Mario Golf, Gauntlet II and The Chessmaster. Phone Bexhill 0424 730541.

Wanted: Zelda, Dynablast, Goal!, Track and Field, Alfred Chicken or Jimmy Connors Tennis. Will swap for WWF 2, Bart/Camp Deadly or even Mortal Kombat!! Or will pay from £5-15 for each game. Phone 0776 830456 after 4.30pm. First come first served!!

Wanted help with Taz-Mania. Middle age Granny can't get past Level 1 so please send me the answer. Write to: EA, 555 Etruria Road, Basford, Stoke on Trent ST4 6HL.

Wanted urgent Splitz, will pay £10-15. Please phone 0708 441323.

Yo! I am totally desperate for any tips of Pro Action Replay codes for these games: Robocop, Zelda, Mortal Kombat and Mercenary Force. I will pay 10p for each code. Please write with the tips you have and I will get in touch. Write to: AH, 6 Ashton Avenue, Clifton, York YO3 6HW.

Wanted Radar Mission. Will swap my Terminator 2, Gremlins 2, Double Dragon or R-Type. Also will pay from £10-13. Please reply soon. Write to: DB, 38 Priory Gardens, Berkhamsted, Herts HP4 2DS. Or phone 0442 871337 after 4.30pm week days only.

Game Boy games wanted! Mystic Quest, Alien 3, Faceball 2000, Nigel Mansell, Battle of Olympus, Prince Valiant and Blades of Steel. Must have box and instruction book. Will pay £10-20. Write to: EW, 69 Woodloes Road, Shirley, Solihull, West Midlands B90 2RP. Before June. Hurry!

Wanted Alfred Chicken and Dr Franken. Will pay reasonable price. Call 0884 253707.

Wanted Game Boy games, must include box and instructions, £5-10 paid. Any games considered. Ring 0323 833022 Sunday and Monday evenings after 6.30pm.

Please please please all fellow Game Boy players. I am desperate for copies of the Zelda guide in issues 20 & 21 of GB Action. A photocopy would be great. Can anybody help me? Call 0705 641388 after 6pm.

Wanted. Has anybody got a cheat so that when you die, you keep all the golden coins you've earned on Super Mario Land 2? Phone 0469 60223.

Urgently wanted The Humans, Lemmings or Speedy Gonzales. Will swap for Tiny Toons, Bugs Bunny Crazy Castle with codes for every level or Paperboy 2. Must be boxed with instructions. Or will buy for no more than £17. Call now on 0953 604030.

BOLD AD PLEASE STEVE

Wanted Space Invaders (Jap) for Game Boy. Phone 0202 535675. Also wanted Sega Mega Drive version.

Yo, I've got £10 to spare, I will spend it on The Chessmaster new or old version for the Game Boy. I also want a photo-copied Nintendo World Cup instruction booklet for free. Write to: PM, St Johns Vicarage, Cauldwell, Hall Road, Ipswich, Suffolk IP4 4QE.

Wanted: is there anybody out there who has got the football game Goal!? It must be in good condition with instructions. I will pay up to £16 for it. Call 0257 480415 after 3pm.

Wanted! Game Boy games going cheap. I will buy Star Wars and Mario Tennis for £13 each, boxed with instructions. You must live in North Devon area. Phone 0271 850560 after 6pm.

Hints and tips urgently required for Zelda, especially about how to conquer level 6 the Face Shrine. Each sender will receive a sheet with over 500 cheats. Write to: JB, 3 Kingfisher Close, Farndon, Chester, Cheshire CH3 6RE.

Wanted any Super Mario games, swap for Best of the Best or Super Kick-Off. Phone 0522 790693 or write to: AC, 71 Walsingham Road, Heighington, Lincoln LN4 1QP.

Wanted I am looking desperately for Alleyway for Game Boy, will pay up to £20. Good condition only please. Phone 0628 665952.

I want your Alfred Chicken, Mortal Kombat, Pinball Dreams or Best of the Best. Will swap for Super RC Pro-Am, Zelda or The Blues Brothers. Phone 0726 75450 after 6pm. My games are all boxed with instructions.

Wanted Konix Game Boy Holster, will pay £3. Call 041 632 0410.

Wanted: I will pay £10 each for The Empire Strikes Back, Dr Franken and Gauntlet II. All games must be boxed with instructions and in good condition. I also will pay £1 each for back issues of GB Action. Ring 0302 344611.

Continued...

Free Classified

SALES

Look!!! Game Boy for sale, 3 games, mains adaptor, sound booster and game link, all for £65 ono. Why pay £50 for a new Game Boy with 1 game when you can pay £65 for all this!!! No time wasters please, buyers must collect. Phone 0895 430513 after 4pm!!!!

Tiny Toons 2 for sale, boxed with instructions, almost new, brilliant condition, only £17. Phone 0246 275359. Must be able to collect from Chesterfield area.

Game Boy games for sale: Dynablast, Turrican, Populous, Asteroids, Mickey's Dangerous Chase and Bill & Ted. All are boxed and have instructions, £10 each. Phone 0477 533758.

Pinball Dreams for sale £16, also Rodland £14. Phone 0252 331895.

Game Boy with mains adaptor, carry case, game light and Tetris £35. Also: Mortal Kombat £15, Star Wars £15, Jack Nicklaus Golf £12, or £65 for the lot. Phone 081 854 3301.

Game Boy for sale with Tetris and Radar Mission games, adaptor and magnifier, all boxed in excellent condition, £40. Also Splitz, vgc, boxed with instructions, £14. Tel: 0582 488504.

Game Boy for sale with Super Mario Land, Dragon's Lair, Navy SEALs and Dr Franken, all boxed with instructions, mint condition, will sell for £95 the lot. Tel: Hayling Island 0705 464950.

Games for sale, Krusty's Fun House £8, Jurassic Park £12, Spider-Man £8 and Bart Vs Juggernauts £8. All boxed with instructions. Also Atari Lynx games. Will pay for postage. Write to: GW, 208 Kingsway, Huyton, Merseyside L36 2PS.

To all you Game Boy fans: I have a Game Boy and 7 games: Robocop, Bart Vs Juggernauts, Zelda, Spider-Man 2, Motocross Maniacs, Parasol Stars and T2: Arcade Game. At least 6 months old, boxed with instructions. Bargain at £100, worth £215. Call 0745 814748 after 4pm.

Game Boy with Lemmings, Terminator 2, Super Mario Land 2 and Mario Golf, adaptor and Joypad, worth £150, will sell for £75. Phone 0753 814151.

Game Boy games for sale: Super Mario Land £10 and R-Type £15. Phone 081 904 1380, Middlesex/London area only.

For sale! Game Boy with 12 games, all with instructions except F-1 Race, plus AC adaptor, carry case and 2 player adaptor, £160. Phone 0344 425026.

For sale Game Boy with 7 games and mains adaptor, good condition £130. Phone 0452 720625.

For sale £15 each, Zelda, The Empire Strikes Back, R-Type 2, Super RC Pro-Am and Tom and Jerry 2 for Game Boy. Also Sonic the Hedgehog 2 and Castle of Illusion, £15 each, and TV tuner £30 for Sega Game Gear. If interested please phone 041 337 1818. Also Warioland £35.

Games for sale at unbeatable prices: Nemesis £15, Super Mario Land 2 £15, Castellan £15 and Mario Tennis £12. Also issues 2-20 of GB Action, 50p each. Will sell whole lot for £45. Prepared to negotiate. Phone 0780 52428.

I have 9 games for sale: Super Mario Land £29, The Empire Strikes Back £29, Fortress of Fear £20, Castellan £20, Double Dragon £20, Hudson Hawk £17, Solomon's Cube £20, Alien 3 £20 and Zelda £29. Phone 0747 828020.

Game Boy and 5 games: Tetris, Super Mario Land 1 & 2, Parodius and Lemmings, carry case and mains adaptor. All mint condition, still boxed, £85. Phone 0270 624420.

For sale: Super Mario Land 2, Mickey Mouse, The Flintstones, Bart Vs Juggernauts, all £15 each, Track and Field £11, King of the Zoo £8, F-1 Race £16 and large carry case £9. All games in perfect condition with box and instructions. Phone 0372 374480.

"Quick look here!" If you want Game Boy accessories look no further. I've got brand new carry cases for £5 each, holsters £5 each. I've got Mega Man, Duck Tales, TMNTurtles 2, Spider-Man and Bill & Ted for £10 each; Turrican and Castellan for £5 each. All games are brand new in boxes with instructions. Call 0272 624804 after 7pm.

I will sell Mega Man II for £15 or Roller Games for £10. Also wanted Alfred Chicken and Super Mario Land 2, will pay up to £15. Phone 0453 886038.

GB Action back issues 7-19, £1.50 each or £17 for the lot. Also issue 3 of Total! for £5. Phone 0425 613629.

For sale: Alfred Chicken, Bart/Camp Deadly, The Blues Brothers, Bugs Bunny Crazy Castle, Dr Franken II, The Empire Strikes Back, The Hunt for Red October, Jeep Jamboree, R-Type, Star Wars, Super Hunchback and Super Mario Land. Good price gets game. Phone 041 644 3346 after 7pm Mon-Thurs.

For sale Prince of Persia in still sealed box, £18. Phone 0946 693959.

Game Boy for sale with 9 games with codes and carry case, all boxed with instructions. Games include Super Mario Land and WWF 2. Call 081 868 8175 after 5pm. Price £150 ono.

For sale many games including Mortal Kombat £20 brand new or £15 second hand. For list of games phone 0727 823322 after 5pm week days and 1pm weekends.

For sale Game Boy with 15 games all with instructions including Jeep Jamboree, Mortal Kombat, Best of the Best, etc, AC adaptor, light magnifier and pouch, £150 ono. Excellent condition. Phone High Wycombe, Bucks, 0494 537798. Absolute bargain.

For sale: Game Boy, Tetris, leads, etc. and 4 games: Dragon's Lair, Choplifter II, Parodius and Bart Vs Juggernauts, £80. Will separate. Games £11.50-12.50. Also 5 Sega Mega Drive games £10-22 each, Atari Lynx 2 with 7 games and sun visor £131, Sega Game Gear with 63 games and carry case £238, and Quickshot Super Vision with 4 games £29. Perfect. Ring 051 343 9360.

Amazing offer: Game Boy and 9 games including Mortal Kombat, Zelda, Alien 3, Goal! and The Blues Brothers. Also includes light magnifier, 10 back issues of GB Action with full Zelda player's guide. All boxed with instructions, in excellent condition, worth £300, sell for £180 ono. Phone 071 371 2780.

For sale Double Dragon £10 and Super Mario Land £15, good condition, boxed with instructions. Phone 0789 295083.

I have 3 games for sale: Home Alone 2 £20, Tetris £10 and Bill & Ted £20. Plus a 2 player lead £5 and a mains adaptor £18. Phone 0747 828020.

Game Boy for sale complete with Zelda, Tetris, Phantom Air Mission, blank guarantee card and boxed as brand new. All this for £50, no haggle. Phone 081 427 1424 Mon-Thur or 0234 273650 weekends.

Game Boy with Super Mario Land 1 & 2, mains adaptor, light, magnifier and amplifier, only £70. Also UK SNES games Super Mario World £20 and F-Zero £25. Plus magazines for sale: Super XS issues 1, 3 & 5 and NMS issues 8, 9 & 14-16 £1 each; GB Action issues 15-19 50p each. Phone 0772 432387.

Will sell Dr Franken and Prince of Persia for £10 each. Phone 0622 814229.

For sale: issues 15, 16, 18, 20 & 21 of GB Action, £2 each. Also for sale Game Boy game Mercenary Force, bargain at £15. If interested phone 0844 260184 after 3.30pm. Please hurry!

I would like to sell my light magnifier for £4. Phone 081 674 0366.

For sale Game Boy in good condition with Super Mario Land 2, Lemmings, Tetris, Darkwing Duck, Adventure Island II and Star Wars, all fully boxed with instructions. Plus game light, link-up lead, earphones and issues 1-18 of GB Action. Will sell for £110. Phone 0244 317581.

Game Boy games for sale from £7-15, including Tiny Toons 1 & 2, Super Mario Land, Revenge of the Gator, Top Ranking Tennis and many more. All of them for £160, worth £300. Zelda for £20. Ring 0706 223241.

Game Boy for sale with 5 excellent games: Zelda, Alien 3, Krusty's Fun House, Revenge of the Gator and Tetris, all boxed with instructions, £85. Also includes 2 player lead and case. Write to: AM, 26 Clare Crescent, Leatherhead, Surrey KT22 7RQ.

Game Boy with rechargeable adaptor, magnifier, light, carry all case, playable case and 4 games: WWF, Super Mario Land, Tetris and Navy SEALs, £60. Phone 0422 245800.

For sale Game Boy games: T2: Arcade Game, Nintendo World Cup, World Circuit Series, Bart Vs Juggernauts and Bart/Camp Deadly. All boxed with instructions. £10 each. Phone 0206 762362 between 7-9pm now.

Game Boy, game light, case, amplifier and lots of games including Zelda, Super Mario Land, Castlevania II and many more. Must sell also GB Action mags included. Sell for £175 ono, worth around £350. Phone 0303 257759 after 6pm please. Be quick, it's not going to wait.

Game Boy game Tiny Toons 2, boxed and manual, excellent condition, £15. Phone 0634 574402.

13 Game Boy games for sale including Bo Jackson, Terminator 2, Robocop, etc. Prices vary. Also for sale large synthetic carry case and light. If interested phone 0279 651009 between 9-10pm Mon, Wed & Fri.

For sale Nemesis, Gauntlet, Super Kick-Off and F-1 Race. No instructions for Gauntlet. Prices £10 & £15. Phone Bexhill 0424 730541.

Game Boy games for sale: Gargoyle's Quest, Fortified Zone, Duck Tales and Altered Space, all boxed, £14 each. If interested phone 081 748 4063 between 5.30-7pm. Also for sale Game Boy recharger for £14. Please hurry.

PERSONALS

Sorry, James and Steven, your letters arrived too late, we hope printing your ads didn't cause too much inconvenience. -Ads Typist. PS to everybody, the deadline for classified ads is 3

weeks before an issue comes out. PPS to everybody, please exercise some restraint with exclamation marks!!!!!!

Marian, find the message on the Classified Ads pages, OK? - Steven Tu.

Linna, help Marian find the message! Please? - Steven Tu.

Ha ha ha! Feeble Earth females, we have tricked you all! Soon the whole Earth will, like you, be reduced to gibbering imbeciles!!! Then we shall be the all-powerful ones! Ha ha ha ha ha! Signed: Take That (alias Qxyxyxii Invasion Squad).

If your name is Tom, from Guildford, Surrey, and you have a sister, hate Take That and have written to Elin Blake (me) I have lost your address, please send me it! Thanks! Mine is: 14 Tyfica Road, Graigwen, Pontypridd, Mid Glamorgan CF37 2DA.

To the people who sent details for Switch 'n' Swap, have you received a reply yet? If not, write back and I will see to it, it does! Thank you. ST.

Greg, I thought I would write to you in a different way. I am glad we became more than friends, thanks to this magazine. Hope you're happy and feeling well. Miss and want you so much. Love and tons of kisses, Michelle XXX.

PEN PALS

Are you female? Aged 16-17? Into Metallica, Clawfinger and decent metal, not Guns N'Roses. Then write to me, photo appreciated not necessary. I own a Game Boy as well. Write to: SG, 27 Aneurin Bevan Place, Rugeley, Staffs WS15 2QE.

Hi I'm a lonely 12 year old looking for an attractive female aged 12-14. Must have Game Boy. Please send photo if possible. Write to: JW, 32 Weoley Castle Road, Weoley Castle, Birmingham. Hurry.

Penpals male or female, photo if possible and if you like Game Boy or SNES it may be good to tell me. I will answer most letters. So get pen to paper and write to me. Cheers Ears! Done it yet? Write to: MB, 1 Bawden Close, Hales Place, Canterbury, Kent CT2 7DW.

Hi female penpal needed aged between 15-18 years old. Write to: MG, 26 Gudge Heath Lane, Fareham, Hants PO15 5AA.

Penpals wanted 14+ male or female. Must like having fun and sport. 100% reply. Photo optional. Write to: MS, 39 Wensley Road, Leeds LS7 2LS.

Hi! Male/female penpals wanted aged 12-15. Game Boy not required. I like reading and listening to pop music. No Take That fans please. Write to: SF, 32 Kirtling Place, Haver Hill, Suffolk CB9 0AU.

Looking for male or female penpal. 100% reply to all who bother to write. My hobbies include athletics and lots of other sports. Age 11-12. So please get a pen and paper and write to: JF, 21 Hopton Road, Cam, Dursley, Glos GL11 5NZ.

Hi, I'm a 10 year old looking for penpals aged 8-13, male or female. I like pop music (Guns N'Roses). I own a NES and a Game Boy, I like a laugh and I love rude jokes so get scribbling. All letters answered. Write to: LM, 23 Ocean View Crescent, Brixham, Devon TQ5 0BE.

Hi there, I am a young 31 year old Game Boy player and would like a penpal. Write to me and I will write back,

any age. Write to: GC, 6 Oakhurst Close, Wickford, Essex SS12 0NP.

Female penpals wanted aged 16-20. If you like going out, sport and Game Boys then write to me and send a photo if possible. Write to: JH, 26 Lanark Close, Hazel Grove, Stockport, Cheshire SK7 4RU.

Female penpals wanted aged 15+. Game Boy player with several other interests is what I am, so why not get writin' as all letters will be answered, and that is no lie. Write to: RA, 181 Carlton Road, Workop, Notts S81 7AD.

Hi! Penpal needed for a lonely person. I'm 13 and looking for a female penfriend. You must have a good personality. My hobbies are listening to music and writing. 100% reply to all letters. All you pretty ladies out there, if interested, write to: LD, 1 Needham Road, Luton, Beds LU4 9HD.

I am a 14 year old looking for a female penpal aged 13+. Must like computers and music. All letters will be answered. Please send recent photo. If interested write to: AB, 26 Ffynon-y-Maen, Pyle, Mid Glamorgan, South Wales CF33 6JE.

Yo! Male penpals wanted! 11-14. 100% reply. Write to: JR, 13 Townsend Close, Broughton, Astley, Leicester LE9 6NX. Hurry. But remember I'll reply to every letter received.

Female penpal wanted aged 13-16. Must like having a laugh, please send a photo. Write to: MR, 30 Fairford Avenue, Leeds, Yorkshire LS11 5EL.

Looking for a 14-16 male/female penpal. Likes Metallica, Skid Row and Game Boy with other music. Photo please. Reply to all (nearly). See ya dude! Goodbye my loyal dudes! Write to: GM, 124 Hill Mountain, Houghton, Milford Haven, Dyfed, SW Wales SA73 1NB.

Hello looking for a penpal? If you are write to: DB, 30 Ilfracombe Way, Lower Earley, Reading, Berks RG6 3AQ. PS. You have to be a girl, send photo OK.

Female penpal wanted 18+, photo appreciated. Must like all music. Good sense of humour. All letters answered. Write to: PW, 9 The Crescent, Burstwick, Hull, Humberside HU12 9EQ.

Penpals wanted, must be female aged between 12-15 years old. I am 14. If you are interested please send photo and write to: LY, 45 McKee Avenue, Longford, Warrington, Cheshire WA2 9RG.

Hi! Penpals wanted 13-15, male or female, must like animals and chart music and have a sense of humour. I will reply within 3 weeks, so if you're interested write to: RD, 1 Erneston Crescent, Corsham, Wilts SN13 9DH.

Wanted penpal any sex 17+. Must have good sense of humour and like Game Boy games. 100% reply. Write to: MH, 7 Glendoe Grove, Bingham, Notts NG13 8SJ. Please send photo.

Hi! I'm a bit lonely so please right to me, females only, 13-16, 100% reply to all of your letters. Write to: Jumpin Jack Flash (it's my code name), 43 Old Road, Enfield, Middlesex EN3 5XX.

Wanted! Female penpal aged 13-15. Please include photo. 100% reply. Must have Game Boy. I like music particularly Guns N'Roses. Write to: U, 10 Stoneleigh Avenue, Sale, Cheshire M33 5FF. Mark envelope 'Private.'

Male or female penpal wanted! 13-15 years old. Must like Game Boys, music, cinema, soccer and TV (Ren and Stimpy). Write to: SG, 4 Hoo Street,

ied Adverts

Briton Ferry Neath, West Glamorgan, South Wales SA11 2PA.

17 year old would love to write to anyone with sense of humour or good music taste. Send me a letter and I will reply to all. Write to: LW, 33 Pennant, Llangefni, Anglesey, Gwynedd LL77 7NR.

Hi girls, I'm 16. I want all you girls out there between the ages of 16-20 to write. I'm interested in girls, football and my Amiga computer. Write to: AL, 259 Welford Road, Leicester, Leics LE2 6BH. Photo if possible.

Hi! Penpals wanted aged 10-12. Male or female. I am 10. Must have a Game Boy but doesn't matter whether you do or don't! So pick up a pen and get writing. 100% reply. Write to: FM, 2 Daccommill Drive, Worsley Road, Swinton, Manchester M27 5PB.

Hi female penpals wanted aged 13-15, must have a good sense of humour and must like having loads 'n' loads of fun. Please send photo. Must live around Midlands. I'm a 14 year old. Interested? Write to: DC, 71 Stoneywood Road, Walsgrave, Coventry CV2 2LJ.

I want a female/male penpal 13-15, must like Take That, Game Boy, Gladiators. You must hate East 17 and Bad Boys Inc. Send photo if poss. So get writing to: CS, 2 Hunter Road, Southgate, Crawley, West Sussex RH10 6DD.

Hi I'm 11 years old and want an interesting penpal male or female, aged between 11-13. I love music and games. I have a Game Boy and an Amiga. Write to: LS, 19 Scroggy Road, Glenavy, Crumlin, Co Antrim, N Ireland BT29 4NE.

Penpal wanted, must be boy aged 8-10, must like Michael Jackson and have Game Boy or C64. Please enclose photo if possible. I will reply to first 4 or 5 letters. Write to: SS, 13 Yves Farm Road, Colden Common, Winchester, Hampshire SO21 1UQ.

Hi, I'm 14 years old and looking for a male/female penpal aged 12-16, prefer female. I like most music and sports. Please send photo with reply to: NB, 20 Arlon Avenue, Nuneaton, Warwickshire CV10 0JY

CLUBS/MAGS

Paul's penpal club! Don't delay, loads of fun and games! Help with anything! Please remember to send a SAE. Free to join! And penpals too! Get writing to: PD, 4 The Green, Ribblesville, Ribblesdale, Preston PR2 6QF. Tel: 0772 796489.

Hi! Join Find-A-Friend penpal club. We have over 300 members. To join send a SAE with £1 and all your details to: GB, Find-A-Friend penpal club, 31 Wittering Road, Sandy Point, Hayling Island, Hants PO11 9SP. Now!!!!!!

Donna's penpal club! Don't delay. Free to join. Will match you up with a perfect match. SAE envelope. Write to: DL, 3 Kilcross Green, Sandyford, Dublin 18, Ireland. So get writing!!!!

Switch 'n' Swap (for Game Boy games only!). You can swap a Game Boy game with instructions or without any instructions, boxed or not boxed for £1. Yes, I know! It was 80p in March. But it's because I use recorded delivery as I don't want games to go to someone else's home. For more details, send your name, address, post code and a 2nd class stamp to: ST, Switch 'n' Swap, 375 Farmleigh House, Loughborough Park, London SW9 8NR.

Please note that the price in June will be £1.40 and onwards.

There's also Tips 'n' Teats for people who are stuck on a Game Boy game. Sorry, I don't do tips for the Atari Lynx. Just send 25p (the 25p includes 2nd class stamp and envelope), the title of the game, your problem, your name, address and post code to: ST, Tips 'n' Teats, 375 Farmleigh House, Loughborough Park, London SW9 8NR. I'd like to say Happy Birthday, Marian, you are now 5 years old. (11/4/94)

Astrology can help you! Free advice and help for you! State date and time of birth if both are known. Please enclose a SAE to make sure you get a reply. If you know exactly what you want, please state it clearly. Advice available up to December 1994 only! Write to: Got A Good Name?, 11 The Meadows, Leven, East Yorkshire HU17 5LX.

The latest play by mail football game is here. You get the chance to run an English football team, not only the first team but the reserve team and the youth team. Play in the FA Cup. Improve your ground and build your own San Serio Stadium. It is the cheapest game around. Send 80p plus a stamp to: CE, 43 Mingay Road, Thetford, Norfolk IP24 3JJ. Make cheques or POs payable to C Ewens. Tel: 0842 753810.

Free advice on relationships, interests, luck and life. Astrology can help you! Enclose a SAE or don't expect a reply! This runs until December 1994 only! Write to: Got A Good Name?, 11 The Meadows, Leven, East Yorkshire HU17 5LX.

Please write or ring us at Superior Swaps. Our address is: MA, 6 Slade Terrace, Fishguard, Dyfed SA65 9PD and our number is: 0348 874263. We will send you a list of a few games we have in stock, absolutely free! Send this ad and you'll get a 12.5% discount on your first swap. Don't delay!

Game Boy Players Direct, the new club on the block, newsletter every month for a small membership fee including cheats, tips, advice, new releases, swap club, reviews and previews. If you don't mind paying a small fee (around 29p per newsletter) then send a large SAE for more information to: TC, 23 Orchard Close, Hounsdown, Totton, Southampton SO4 4EZ. Tel: 0703 865247.

British Othello Federation. The club for all owners of the Othello cart. Send SAE for further details or £5 to join straight away. Free book, Othello Brief and Basic, with first year's membership. Write to: RA, 181 Carlton Road, Worsop, Notts S81 7AD. Phone 0909 473831.

Gamer-Link! The original penpal club for gamers! Over 350 members world wide! Send stamp for full details to: Gamer-Link, 28 Churchfield, Ware, Herts SG12 0EP.

For sale: book entitled 'Complete solutions to all Game Boy games.' Send 2x£5 notes to: LJ, 10 Stoneleigh Avenue, Sale, Cheshire M33 5FF. Mark envelope 'Private.' Tel: 061 962 7189.

Action Replay, hot off the press Pro Action Replay booklet with over 65 new codes. Send for yours now. All I need is a SAE and £1. Write to: BCM, 31 Wittering Road, Sandy Point, Hayling Island, Hants PO11 9SP. Now! Tel: 0705 469970.

Attention! Attention! GB Magic is out!!!! We've got cool compos, groovy news, nifty reviews, fab cheats and loads, loads more!!!! Send us ads,

reviews or even join the club! Send us your stamped SAE and your 20ps to: FH, 27 Burnside, Haddington, East Lothian, Scotland EH41 4ER. Thanks groovers. PS. Rave on!!!!

The latest Game Boy mag is here. It includes great reviews, great cheats and even the top 20 flops on the Game Boy. There are some great compos, a chance to win a Game Boy game and the next 10 issues. All this for 40p and a stamp. Write to: CE, 43 Mingay Road, Thetford, Norfolk IP24 3JJ. Make cheques or POs payable to C Ewens. Tel: 0842 753810.

It's back! GB Zone is bigger, better and brighter. It's packed full with reviews, previews, charts and features. For a fabulous copy of issue 2, send 30p and a large SAE to: TM, GB Zone, 'Woodheys,' Tockholes Road, Darwen, Lancs BB3 1JY. Tel: 0254 773297.

UCM - Ultimate Cheat Magazine needs your tips and cheats for the following formats: SNES, Sega Mega Drive, Game Boy, Sega Game Gear, NES, Sega Master System, Amiga, PC and Atari ST. Every tip sent is published and every sender gets a free copy of issue 1 (May/June '94). Issue 1 includes guides to Street Fighter II Turbo, Mortal Kombat, Eternal Champions, Sonic the Hedgehog 3, Jurassic Park and many more, as well as over 200 cheats. For a copy, send your tip or £1 to UCM, 158 Colchester Road, Halstead, Essex CO9 2EU. Tel: 0787 476297.

Wrestling Today is a brand new wrestling mag with the latest news and compos. To buy this mag send 30p and a SAE to: CP, 229 High Street, Methil, Fife, Scotland KY8 3EB. Tel: 0333 424412.

Hi! My new mag GB Super Power is out now. Only 50p per issue. But be careful, just 20 and I mean 20 copies of each issue are available. So for more info write to: NT, 1 Jade Close, Lisvane, Cardiff CF4 5GE or phone 0222 747875 fast. Out every 2 months.

Pad Power is the magazine everyone has been waiting for. For free information sheet send your name, address and post code to us. Money back guarantee. Address below. For Nintendo consoles. Write to: FH, Pad Power, 20 Braganza, Athy Road, Carlow, Ireland. Phone: 0503 31113. Sega Game Gear for sale with 4 top games and Master Gear converter with 1 Sega Master System game, £85. Phone 0483 714490.

MISC

For sale, Atari 520 STFM with 3 joysticks and a mouse; over 70 top games including Robocop 3, Terminator 2, Dungeon Master, Final Fight, Sim City and more; serious software such as VideoMaster (allows you to grab footage from video recorders), Timeworks 2, NeoChrome art package, various word processors and STOS Game Creator. Need quick sale. Worth over £600, but will sell to you for £180. Will throw in a free Spectrum with over 100 games. Call 0787 476297. Please leave a message if no one answers.

Amiga A1200 with 80 Meg hard disk, games, productivity software, monitor, boxed and 6 months warranty. Will split. Offers? Phone 0684 833361.

Swap NES with 4 games and zapper for Atari Lynx with games or Amiga with a few games. Write to: LW, 148 Dolphin Road, Drimnagh, Dublin 12, Ireland.

NES, 3 months old, 6 games including

Super Mario Bros 1 & 3, zapper and 2 controls, £60 ono. Phone 0895 430513 after 4pm. What an offer!! Mint condition! Must collect, must live in or around London.

For sale: 13 Spectrum +2 games including Bomb Jack, Footballer of the Year, Airwolf and many others. All together worth £28, but I will sell them for £18 plus p&p. If interested phone Harlow 0279 419555 now! NB. All boxed and unused.

For sale Sega Master System II with 12 great games including Mortal Kombat, Asterix, Donald Duck and Super Kick-Off, 2 joypads, all adaptors and leads. Sell for £150. Please phone 0243 582666.

For sale! 2 sets of stereo earphones, adaptor and cassette case, £5 (worth £30). Order as many as you like. Send £5 notes only. Write to: LJ, 10 Stoneleigh Avenue, Sale, Cheshire M33 5FF. Mark envelope 'Private.' Tel: 061 962 7189.

£4 each, Amstrad cassettes: Rolling Thunder, Ace 1 & 2, Bionic Ninja, Monopoly, Spin Dizzy, Commando, Fight Warrior, Scrabble, Poker 2, Syntax and Avenger; only £3: ATE, Cavemania, Grand Prix Simulator, Fighter Pilot, The Race, Oli USA 3, Cricket Captain, APB, Feud, Scalextric, Colony and Nomad. Phone 0798 831272.

For sale Commodore C64 with cassette, 2 joysticks, 1541 disk drive (needs service), green screen monitor and 180 games, £125 the lot. Phone 0440 730898.

For sale: selection of over 300 football and music cards, worth £50, sell for £5 (enclose £5 note). Write to: LJ, 10 Stoneleigh Avenue, Sale, Cheshire M33 5FF. Mark envelope 'Private.' Tel: 061 962 7189.

Sell ZX Spectrum with 94 games, £30. Phone 0455 617931.

A football fan? If you are send 2x£1 coins for a high quality key ring of your favourite team. Write to: LJ, 10 Stoneleigh Avenue, Sale, Cheshire M33 5FF. Mark envelope 'Private.' Tel: 061 962 7189.

Please I want to sell my NES, it has 7 games and Zapper Gun, sell for £60 or swap for Sega Game Gear with at least 3 games. If interested phone 0548 561449 after 5pm. Please hurry.

For sale Amiga A500 expanded to 1 Meg with TV adaptor, system software, etc. For full details call Mike weekends only on Warwick 0926 843035.

For sale Sega Master System II with 8 games including Sonic the Hedgehog 1 & 2, Mickey Mouse and Donald Duck, 2 control pads and carry case, £95 ono. Items could be sold separately. Ring 0477 537861.

Will swap Sega Game Gear plus carry case and 3 games for Sega Master System II or SNES. Might sell for £70. Phone 0778 425271.

Swap my SNES with Mario All-Stars boxed and Game Boy with Tetris and Super Mario Land 2 boxed for an Amiga 500 with a few games. Phone 0283 226676.

For sale SNES with Street Fighter II Turbo, Super WWF, Super Mario World, F-Zero, a Mega Pad, 2 joypads and a Competition Pro Rapid Fire joystick, all for only £150. Phone 0642 583627.

For sale assorted music tapes: Rod

Stewart, David Bowie, Status Quo, Phil Collins, Vanessa Paradis and Now 17 & 18. Phone 0798 831272.

SNES with Super Mario World for sale, perfect condition, hardly used, under guarantee, only £75. Buyer collects or pays postage. Also Sega Mega Drive and Sega Master System games for £10-20 inc. p&p. Phone 0244 314405 now!

For sale Mega Action issue 3 40p. Game Pro 39, Mega Tech 20, Gamesmaster 4, 5 & 10 and Sega Pro 17 & 18, all 80p. Also Sega Pro video for 80p. Sega Zone 5 & 6, 11 & 12, C&VG 142 & 147, Sega Power 52, Super Pro 8 & 10, NMS 15, all for a £1. Super XS 4 £1.10. Write to: AJ, 7 Nut Tree Close, East Huntspill, Nr Highbridge, Somerset TA9 3PN.

For sale Sega Master System with 10 games including Champions of Europe and Sonic the Hedgehog and 2 control pads, excellent condition, worth £310, will sell for £160, or swap for Sega Mega Drive with 5 games. Phone 0892 529957.

Sega Game Gear for sale with 3 games: Mickey Mouse, Columns and Streets of Rage, and Logic 3 carry case. Sell for £75 ono. Call 0347 868704 after 5pm.

Yo Amstrad owners, just about any Multiface POKE for only 20p each. Phone 0798 831272.

Wanted any Star Wars figures please phone 0295 272836 after 4pm.

NES games for sale, Chip 'n' Dale £10, Monster in my Pocket £10 and Eliminator Boat Duel £10, all boxed with manuals. Plus Mega Man II boxed but no manual £8. Phone 0634 574402.

Wanted anything to do with the Amstrad CPC 6128, including home made programs, tape and disk programs and all software, especially a colour monitor at less than £25. Hurry! Ring 0582 481572 between 5-10pm. Or write to: BR, 15 Walnut Close, Luton, Beds LU2 9BB.

Issues 1-22 of Total! for sale. Will sell separately or as collection. Any offers? Phone 0602 702341 or write to: BG, 70 Leslie Road, Forest Fields, Nottingham NG7 6PR.

For sale SNES games with boxes and instructions: Street Fighter II for £35 and Batman Returns with UK adaptor for £40. Phone me on 0487 822522 between 5-9pm week days. Must collect. Huntingdon area.

Amiga hand scanner wanted, b&w or colour, depends on price. Preferably Eastbourne or Brighton area. Phone 0323 833022 on Sunday or Monday evenings after 6.30pm.

Amstrad cassette compilations, £6.50: 100% Dynamite, Coin-Op Hits, Edition 1, Hanna Barbara, Multimax 1-5, Popeye Collection, Postman Pat Collection, Kids Pack 2, Winners and Ninja Collection; £4.95: Cartoon Collection, Dizzy Collection, Dizzy's Excellent Adventure and Lineker Collection. Phone 0798 831272.

Swap TMNTurtles 2: The Arcade Game NES for Super Mario Bros 2 or any decent NES platform games. Phone 0424 713669 after 6pm.

Game Boy expert in need of suitable employment, preferably in publishing but all other challenging posts considered. Experience, talent, verve and an unending supply of enthusiasm are just a few of the skills included in this package. Interested parties, editors and publishers should contact Rob Smith on 0909 565106.

PURE GAME BOY EXCITEMENT NEXT MONTH

There's gonna be more Game Boy stuff packed into next month's mag than you can shake a v-neck jumper at. So buy it, cos it'll be the best thing since cricket trousers.



SENSIBLE SOCCER

We'll be paying a visit to Manga land along with the best and most in depth reviews and previews around including Tarzan, Jeep Jamboree and Dirty Drivin'. With World Cup fever really taking a firm grip you can guarantee a closer look at some of this summer's footie releases. Ms. Pacman will be reviewed in full. Does it have the guts to become as much of a classic as the golden oldie we all know and love?

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HOTLINE

Along with the guides and tips, for that little extra assistance the Hotline fellas will be slaving away to answer the toughest Game Boy questions around.

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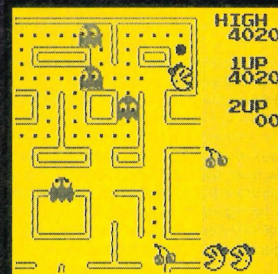
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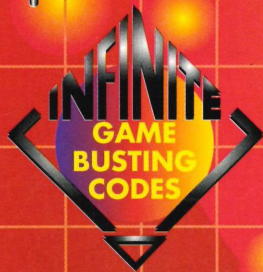
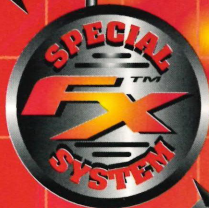
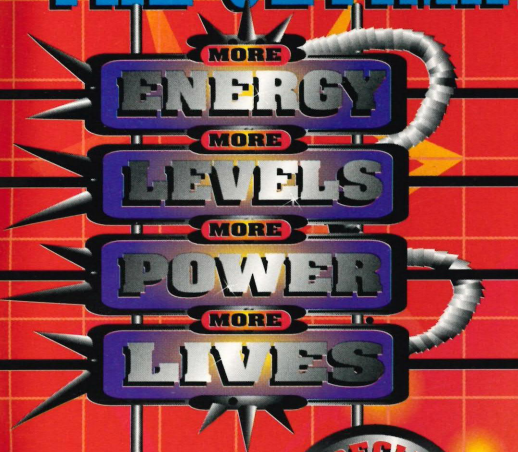
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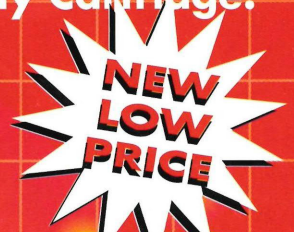
After finally closing Jurassic Park this month a couple of new guides will be winging their way towards you. Rest assured they'll be bigger and bolder than the rest.

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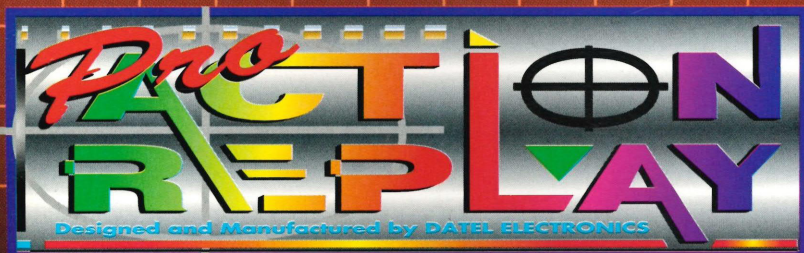


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